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SEGA VS. SONY ... THE U.S. BATTLE BEGINS!

At the Winter Consumer Electronics Show very little was being publicly said about the Sega Saturn and the Sony PlayStation. While both major companies had discussions with the press about their respective upcoming system, neither would go on record about the important details, such as when they will come out, how much they will cost and what the pack-in software will be. Things are different now. The companies are letting selected bits of information 'leak out,' perhaps to keep attention on their product, to scare the other guys or to honestly start reporting the facts, off the record, of course. Both companies have full-time staff to maintain contact with the media but the official word is still 'no comment.'

The most recent information (albeit rumors) are interesting nevertheless. Some sources are saying that the official release date for the Sega Saturn (the new official name) is July 11. Sega is sticking to "late summer" (August). Sony sources state that the PlayStation could hit as early as the end of June, but realistically, with no distribution network in place, even late July would be highly optimistic. Anyway, there is little advantage to bringing the PlayStation out before the Sega Saturn. The advantage is to wait a week or so, then undercut the Sega price by $50.

Internal Sony sources are all hinting that their system will sell for $299, which would be great for the consumer (it certainly takes the air out of the projected $259 for the Ultra 64), but at that price there would be no profit in it for Sony. Perhaps their plan is to do the old 'razor-razor blade' sell tactic. It certainly will sell a lot of systems! Sega, "...for strategic reasons," will not officially state a price, but some sources are talking $399.

Numerous sources are telling us that Mortal Kombat III will be the pack-in for the PlayStation, an interesting statement considering the close relationship between Williams and Nintendo. It certainly would sell systems, though! Ridge Racer and Toshinden would be more realistic choices. We are hearing Virtua Fighter and Daytona will be the games packed in with the Sega Saturn. Not bad, but they have been working on converting Virtua Fighter 2 for some time and that would be a much better choice.

The one nice thing about rumors is that they change weekly. Stay tuned for the next batch. Meanwhile, check out the latest Japanese discs for these two great, new systems in our International section.

Ed Semrad
Editor

EGM!

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March, 1995

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EGM!™

MARCH / 1995 / VOLUME 8 / ISSUE 3 / NUMBER 68



SATURN VS. PLAYSTATION–THE HEATED BATTLE RAGES ONWARD!

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The Sony PlayStation and the Sega Saturn kept out of the limelight at the Winter CES, but the two companies had fun pulling a few pranks on each other. *EGM* went behind closed doors to get you the latest information on what went on between the rival companies.

90

THE FIGHTING GAME GENRE IS STILL GOING STRONG!

What makes the fighting game genre so popular? Find out in this issue with a special, four-page feature on hot games like Mortal Kombat I and II, the Super Street Fighters, Tekken, Virtua Fighter and many more. Also, can game-to-movie translations really work?





NINTENDO DIVES INTO THE 3-D REALM WITH A NEW PORTABLE!

94

At the Winter CES, Nintendo unveiled its new, true 3-D portable Virtual Boy. *EGM* was there to take a peek at the new system as well as check out some of the upcoming games. Nintendo is certainly bringing us closer to a virtual-reality world with this hot item!

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TEAM STAR FOX JUMPS INTO HIGH-VELOCITY WITH ITS SEQUEL!

Team Star Fox returns to fight the forces of Andross once again with two new members, transformable R-Wings and non-linear game play. It's everything you could want in a sequel and more. Check out Cyber's awesome four-page extravaganza in this issue!



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YOUR TOMBSTONE WILL READ "GAME OVER."



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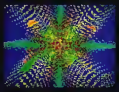


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INTERFACE
LETTERS TO THE EDITOR



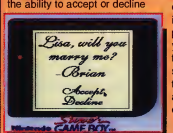
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LETTER OF THE MONTH!

WEDDING BELLS

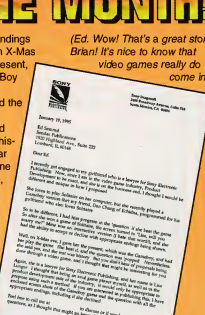
I recently got engaged to my girlfriend who is a lawyer for Sony Electronic Publishing. Since I am in the video game industry, Product Development to be exact, and she is on the business end, I thought I would be different and unique in how I proposed. She loves to play Solitaire on her computer, but she recently played a Game Boy version that my friend, Dan Chang of Echidna, programmed for his girlfriend who also loves Solitaire. So to be different, I had him program in the question if she beat the game. So, after she won a game of Solitaire, the screen turned to "Lisa, will you marry me?" Mine was an interactive version (I hate that word!), and she had the ability to accept or decline with the appropriate endings shown below. Well, on X-Mas Eve, I gave her the present, which was the Game Boy and had her play the game. She beat it, and the question was popped. Nevertheless, she said "Yes," and the rest is history. But you don't hear of proposals being done through a video game, and I thought that it might be interesting for you. Again, she is a lawyer for Sony Electronic Publishing, and her name is Lisa Lunger. I thought that being an avid game player myself, as well as in the product development side of the industry, it would only be appropriate to propose using such a method. If you are interested in publishing this, I have enclosed screen shots of the Game Boy game and the question with all the appropriate endings, including if she had declined!



How'd you like to propose to your girlfriend like this?

Brian Wiklem
Product Development Coordinator

(Ed. Wow! That's a great story, Brian! It's nice to know that video games really do come in handy now and then! Just one question though, what if she had lost? I could see the two of you now, still sitting under a dried-out Christmas tree, with you yelling, "Play it again! Play it again!" Anyway, congratulations to both of you and may you both hear the pitter-patter of little video gamers' feet in your future together.)



HOMEROOM HIJINKS

Before I say anything else, I think your magazine rules! I recently bought your Killer Instinct issue and I read it for two hours straight! The next day, I brought it to school. When I was in my first hour class, which is Tech Ed., my friends Tom and Dan wanted to take a look at my magazine, so I said, "Yes." In my second period class, Language Arts, the people that walked by would all stop to take a look at it. In my third period math class, I could not bring it in for fear of losing it to my teacher, Mr. P. (real name omitted to protect the innocent). He seems to think that you don't use any of your mental abilities when you read magazines. When I went to lunch, I had to threaten people in order to make sure no one touched my *EGM*. But when I got back, the whole table was looking at it! I have a suggestion for you: Either make your magazine with locks on it, or don't make them so good!

Tony Kirby
Green Bay, WI

(Ed. Thanks for the compliments, Tony. Shame on you for bringing EGM *to school with you! If you do it again, I'm afraid that we'll have to flog you with a video cable and send you to bed without any supper!)*



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INTERFACE
LETTERS TO THE EDITOR

GAMING IN THAILAND

A few days ago, I was looking through the video games in the audio/visual section in one of Bangkok's many department stores. Suddenly, I spotted a copy of Donkey Kong Country. Using the money that I received at Christmas, I purchased the game. Later that day, as I was playing the game, I tried to save my current position. However, nothing happened and my game didn't save—the save slot was left blank. Obviously, the cartridge didn't contain the battery needed to save the player's progress. The next day, I went back to the department store to return the game and ask for a proper cartridge. I showed the sales clerk that I couldn't save my position in the game. The following events were rather shocking. I soon found out that the game I received was a copy. Upon some close observation, I found that many other games were available as shameless copies as well. (MK II, Super Bomberman 2, Final Fantasy III, just to name a few!) The store attendants soon asked if I would like to exchange the game for another one. (In Thailand, people aren't too hot on returning money.) So I searched the shelves and found an original copy of DKC. I asked for it and the attendants were extremely reluctant to sell it to me and requested that I come back on Monday to purchase another copy. I can only assume that they didn't want to sell me the game because then they couldn't make any more copies of Donkey Kong Country. As a firm believer in the prevention of game copying and because of the fact that I felt guilty about buying a copied game, I persisted and asked for the original. After a long wait, I eventually received the original copy of DKC. Do Sega and Nintendo know that nearly every single game for their systems sold over here is an illegal copy? If the video gaming giants know about these crimes, are there any agencies to crack down on such activities? I have lived in Thailand for nearly six years, and it is only now that these copies seem to be emerging. I now refuse to buy any game here in Thailand for fear of purchasing a copy.

Jonathon Budd
Bangkok, Thailand

*(Ed. First off, let me say that it is doubtful that **every** game sold in Thailand is an illegal copy. With that said, you have just proven a point that we here at* EGM *have known for many years. Game copying hurts EVERYONE. Sure, it may be a cheap way to get the game that you've always wanted, but as Jonathon has pointed out, you usually get an inferior product. As far as your dilemma, Jonathon, the only thing that we can suggest at this point is to try going to the local authorities. If they are no help, make sure you find a reputable dealer. If you were in America, there would be some agencies to help you, like the Software Publishers Association (SPA). Their phone number is 1-800-388-7478. Copying is a big problem, and it's a really big problem overseas. I doubt if there is anything you yourself can do about it, so find a reputable dealer!)*

REPLAY VALUE

The reason I'm writing is because I feel the need to speak my mind on what has been going on in the gaming world. First of all, I am disgusted with some of the cheap games that have been coming out. The ones I'm talking about are those that have spectacular graphics and sound but have an annoying way of scoring a "2" on the fun factor. The problem is, graphics don't make the game. IS ANYONE LISTENING OUT THERE? I think that people get too caught up in making the games look cool and they leave out the *game* part of it! Another thing that I wanted to mention is some of the great games that have really had an effect on me like Mario Kart. This game, in my opinion, ranks an "11" on the replay value and fun factor scales. I know it's an old game, but that just proves my point that the latest isn't always the greatest. What's up with that Virtual Boy thing? Gag! So what if it's in 3-D. If you want 3-D, go and strap your face to a diorama!



NBA Jam is a game you can play over and over.

Nintendo, please make SMK2 with hills you can go over, a part where you're in boats and cooler weapons. The gamers would love it!

Name Unknown

(Ed. Yes replay value is very, very important in any game. We've talked about this again and again. Many of our readers echo your opinions. Here are some of the EGM *Editors' top picks in the replay value category: Super Mario Kart, NBA Jam, Super Bomberman, Street Fighter II (all of them), MK II, Madden Football (all of them), Tecmo Bowl (NES) and Tetris. These are the games that you've had for three, four or five years, and every time you play them you just have a great time! Who cares if some are 8-Bit?)*

WHAT IF!

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...Sonic got motion sickness?
...Vision went blind?
...Spider-Man had eight legs?
Collin Crabtree, Alpine, NJ

...Scorpion would yell other dog commands when throwing his spear (Sit! Heel! Down boy!)?
...people stopped sending in bad "What If's?" about Scorpion's spear? (Seriously, how many more harpooning jokes do we need?)
...you stacked a Sonic and Knuckles cartridge on a Sonic and Knuckles cartridge?
...they made a movie about Pong?
David Salgo, Dix Hills, NY

...John Madden coached Mutant League Football?
...game cartridges came with Cracker Jack™ prizes?
D. Abernathy, Virginia Beach, VA

...Saturday Night Slam Masters fought on a Tuesday?
...Beavis and Butt-head fought Ren and Stimpy?
Efren Gonzalez, Brooklyn, NY

Send your What If's to:
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1920 Highland Ave.
Suite 222
Lombard, Il 60148

Or include your What If's as a P.S. on a letter or postcard you're sending in.

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— Fire Boy1 - AMERICA ONLINE

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— Jon Saloga, Compuserve 72712,450

"Descent Kicks BUTT!"
- Rick Johnson, Compuserve 74431,1624

"Doom with a Jet Pack...It's not like playing an arcade game, it's like being in one."
— Electronic Entertainment

"Descent is superb."
— Apogee

"The sensation of speed is amazing, and the 3D texture mapped graphics make this game a genuine joy to behold."
— PC Gamer

"It's Doom with a twist, a turn, and a gravity free flip."
— Computer Gaming World

"Played it ... and I have one thing to say. Wow."
— Sir Ryck AMERICA ONLINE

"If you still have Doom loaded on your HD you're just wasting space."
— Big Joe d, AMERICA ONLINE

"Fantastic graphics, incredible 3-D animation, support for modems and LANs, music, you name it. The best I have ever seen."
— Jon Yardney, Compuserve 70563,2311

"Wow! At last! A true Doom KILLER!!!!!!"
— Patrick Simmons, Compuserve 72017,2374

"The nasty computer game with graphics that change as if the player is moving in three dimensions."
— The Wall Street Journal

"Descent is an incredible game. Descent is to Doom as Doom was to Wolfenstein."
— Al Hunt, Compuserve

"The weapons are awesome, the game play is awesome, the motion sickness is awesome..."
— Eric Rose, Compuserve 71221,2660

"Cool game, just need to find my Dramamine to play it."
— Mike Hulen, Compuserve 74023,3004

"Holy Bat farts, Batman!... I have never experienced an enemy intelligence anywhere NEAR the way these robots act. They peek, they fire, they chase you, they take cover, they wait."
— Marty Peralta, Compuserve 74147,33



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Welcome to Descent™ - 30 levels of the most mind-bending, stomach-churning action game ever. Featuring true 3-Dimensional worlds with light source shading, texture mapping, 3-D morphing, directional sound effects and sizzling music, this is technology taken to the limit.

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And what's the gaad af lasing your mind if you can't share the experience with your friends? Descent invites you and your buddies ta dive inta the actian together with head-ta-head cambat and caaperative two-player madem and eight-player netwark suppart.

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360° 3D ENVIRONMENT.

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JAGUAR IN JAPAN

I was wondering if the Jaguar was in circulation over in Japan and whether or not it was very popular. Does it have any companies based in Japan and do they have to wait any longer than we do for games?

Josh Cordasco
Raleigh, NC

(Ed. On Nov. 21, Atari announced that the Jaguar would be available at all 25 Toys 'R' Us stores and other selected stores in Japan. The Japanese gamers were able to test drive the Jaguar at special demonstration kiosks in many of these stores. We don't have any information yet about how the Jag is doing in Japan. However, seeing as how it's the only video game system manufactured in the U.S., it would really be interesting to see if it becomes a hit. Could you imagine, Japanese gamers playing games made in America?! Wow, that's a switch! Among the games for the Jag that would probably do well in Japan would be Doom, Tempest 2000 and Alien vs. Predator.)

MORE FROM ABROAD...

Recently, my father went to Thailand, and purchased Super Street Fighter II (Super NES) for me. In Thailand the currency is the baht, which is equal to about four cents here. The game cost him 1,000 baht, which is just about $40. The game play is exactly the same, the graphics are just as good, and the sound effects are just as good, if not better, than the American version. The price for the cartridge here is about $70 in most stores. I would like to know why the game cartridges here are more expensive than they are in Japan.

Jerry Chantemsin
Flushing, NY

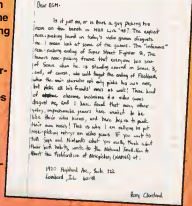
PSYCHO LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to *Newsweek*. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition *EGM* T-shirt proclaiming your fondness of and psychosis to video games!

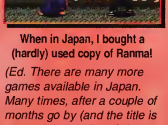
Dear EGM,

Is it just me, or is there a guy picking his nose on the bench in NBA Live? The explicit nose-picking found in today's video games disgusts me. I mean, look at some of the games: The now "infamous" nose-picking ending of Super Street Fighter II, the famous nose-picking frame that everyone has seen of Sonic when he is standing around in Sonic 3 and of course, who can forget the ending of Flashback where the main character not only picks his nose, but picks all his friends' noses as well! These kinds of obscene inclusions to video games disgust me, and I have found many other young, impressionable gamers have wanted to be like their video heroes and have begun to pick their own noses! This is why I'm rallying to put nose-picking ratings on video games. If you want to tell Sega and Nintendo what you really think about their bad habits, write to the National Foundation to Abort the Proliferation of Nosepickery (NAPNZ).

Rory Cleveland
Address not given



Yes, Rory! It's about time someone stood up on their high horse to put an end to the pestilence that is NOSE PICKING! This scourge of American society has gone on long enough. People should learn to blow instead of pick. Too bad you didn't include your address, you would have had a lovely *EGM* T-shirt to use for blowing your honker.



When in Japan, I bought a (hardly) used copy of Ranma

(Ed. There are many more games available in Japan. Many times, after a couple of months go by (and the title is not an "ultra-hot" one) the retailers lower the prices to make room for new games. Also, there is a big market for used games in Japan. Many of EGM's editors get their Japanese titles this way. If the cartridge was a $70 game when it came out, you could get it two or three months later for about $40-50! That's quite a savings! Believe it or not, the games are always in great shape! I got used Super Famicom versions of Dragon Ball Z 3 and Ranma 1/2, and the cartridges and instruction booklets looked like they had never been touched by human hands!)

SONIC FOR THE LYNX??

I recently bought an Atari Lynx, and in the box, there was an order form for some new (at the time it was printed) Lynx games. On this order form, there were some pictures of Lynxes with games playing on them. On one of these was SONIC THE HEDGEHOG! Did Sega make a Sonic game for the Lynx?

Nicolas Galindo
Chicago, IL

(Ed. For all of our readers out there, Nicolas did in fact send us a picture out of a catalog with Sonic playing on an Atari Lynx screen! Sorry Nicolas, there is no Sonic game for the Lynx. We have no idea why [or how] they have this game on a Lynx. It's obviously a picture from a Game Gear screen.)

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PLAYSTATION AND SATURN: LOST AND FOUND

There was a printing/mailing error that resulted in a number of subscribers not receiving the official entry form for *EGM*'s "Win a Sony PlayStation and Sega Saturn Contest" with their February issue. This entry form will be included in your March issue of *EGM* and provided you return the contest entry form by the March 15, 1995 deadline, it will not effect your ability to enter nor your chances of winning.

You can enter the *EGM* "Win a Sony PlayStation and Sega Saturn Contest" before receiving your March issue by sending a postcard with your name and address to:

EGM's Future of Gaming Contest
1920 Highland Ave.
Suite 285
Lombard, IL 60148

Please remember that only one entry is allowed per household.

Anyone who would like to obtain a copy of the contest rules can do so by sending a written request and SASE to:

EGM's Future of Gaming Contest Rules
1920 Highland Ave.
Suite 222
Lombard, IL 60148

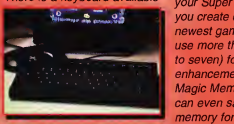
Please be sure to include your name and address with your request.

XBAND COOLNESS

Dudes, I'm XMailing you from my XBAND! I seem to have full Internet mail access! It's pretty cool to be able to send your e-mail from my Genesis.

Dan Bennion
via the Internet

(Ed. Who would have ever thought that you could use your video game system as a means of communication? If you used your Genesis controller to type your message, you know what a pain it is. There is a keyboard available that will let you type your messages in about half the time! There's also an option to allow you to use numeric pagers to exchange messages. My, the times they are a changin'.)



A prototype of a keyboard for use with the Catapult modem.

NO BARKLEY?

I was wondering why Charles Barkley was left out of NBA Live '95 for the Super NES. Was it something legal that didn't allow EA to use Barkley in the game, or did Sir Charles not want his name in the game?

JESCOTT3
via America Online

(Ed. Our guess is that Charles is under contract with Accolade for Shut Up and Jam, and it would have been a conflict of interests for him to appear in a game by Electronic Arts.)

GAME WIZARD

In the January issue of *EGM²*, you showed something called the Game Wizard. Could you please give me some information on where to buy it or who to write to if it is something that must be ordered from the company that makes it.

Jane Cutler
via the Internet

(Ed. The great peripheral you speak of is made by Innovation, based out of Old Saybrook, CT. You can reach them at (203) 395-3087. The Game Wizard allows you to not only play Super Famicom games on your Super NES, but also lets you create codes for the newest game releases and to use more than one code (up to seven) for multiple enhancements. With the Magic Memory Cartridge, you can even save your codes in memory for later use! It's a cool product, but you really need to tinker around with it to get the hang of it!)

RPGs FOR THE 32X

What I play most is RPGs. I am just not dexterous enough to play all these new fighting games. I like the idea of the 32X but I have not seen any RPGs mentioned for this add-on. It seems to be mainly pushed as an arcade game machine. If this is true, it doesn't seem worthwhile for RPGers to bother with the 32X. Please give us diehard RPGers your opinion.

Cuong T. Nguyen
via the Internet

(Ed. I'm sitting here looking at the list of Sega licensees, and there is no mention anywhere of any real RPGs coming out for the 32X. I'm sure that there will be a couple in the future, but when? If you're really into only RPGs, I would not recommend buying a 32X.)

PLAYSTATION AND SEGA SATURN JAPANESE GAMES

I am just about to spend a lot of money on either the Japanese Sega Saturn and/or the Japanese Sony PlayStation. I would like to know if any of these two systems will be compatible with their American counterpart when they come out.

Joey Tsai
via the Internet

(Ed. Well, Sony has announced that their Japanese games for the PlayStation will NOT be compatible with the American PlayStation. As far as Sega goes, based on their past track record of encoding games, it is highly doubtful that the Japanese Saturn games will work on the American system. Buying either of these systems in their Japanese configuration is probably not a great idea at this time.)

TECMO SUPER BOWL II

I was wondering when the release date of Tecmo Super Bowl II is. Is it coming out any time soon? I'm a big fan of the Tecmo football games.

Nick Scott
via America Online

(Ed. Good news for you, Nick! Tecmo Super Bowl II Special Edition should be out for the Genesis and the Super NES by the time you read this!)

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• Vic Tokai's Flink

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It's the beginning of the 21st century and competition in the airline industry is heating up. As a young, ambitious CEO, it's up to you to make sure your airline is a survivor and not just another casualty. To succeed, you will have to make some though decisions including where to fly, which planes to purchase and how to attract visitors to the cities you service. Your goal: to differentiate your airline from the rest while still turning a profit.

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If you liked Super Mario Kart, you'll love Street Racer! Many refer to it as an enhanced version of the ever popular "kart" game! Challenge your friends in a fight to the finish with Ubi Soft's newest rock'em, sock'em racing game where your racing skills are just as important as your fighting skills! Up to 4 players can compete on 24 tracks, and for variety there's even an all out rumble mode and soccer option! Street Racer gives you a thrill a minute! So put the pedal to the metal, give it all you've got and hold on!

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CD-ROM CONFUSION

Recently, I got into a "dispute" with a friend of mine. He said the Neo CD-ROM was going to have a triple speed CD-ROM drive built into it. I said that he was wrong. Who's right? Also, just what the heck is the difference between the two? Will a triple speed drive enable the games to play better?

Paul Sorvine
Billings, MT

(Ed. First of all, the Japanese Neo CD has a double speed CD-ROM drive. It's anyone's guess as of this printing what the American unit will have. The difference between a double speed and a triple speed CD-ROM drive is faster access times. The triple speed unit will be able to access the data quicker than the double speed unit (in theory). If SNK decides to release the Neo CD in America with a triple speed drive, you can probably expect shorter access times. This means you won't have to wait as long for your game to load into memory. On the down side, if the U.S. Neo CD has a faster drive, expect to feel it in your pocketbook. The triple speed drive will push the price of the system up. It's kind of a "no win" situation, huh?)

DIDN'T MAKE THE GRADE!

I'm in the eighth grade. Recently, my parents went "ballistic" upon receiving my report card. It was pretty bad. The teacher wrote that I didn't complete my assignments, and was always tired in school. I play a lot of video games. Could you help me by telling me how to do better in school?

Jonathon Hannigan
Detroit, MI

*(Ed. Try doing your homework **before** you play games.)*

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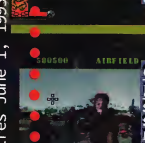
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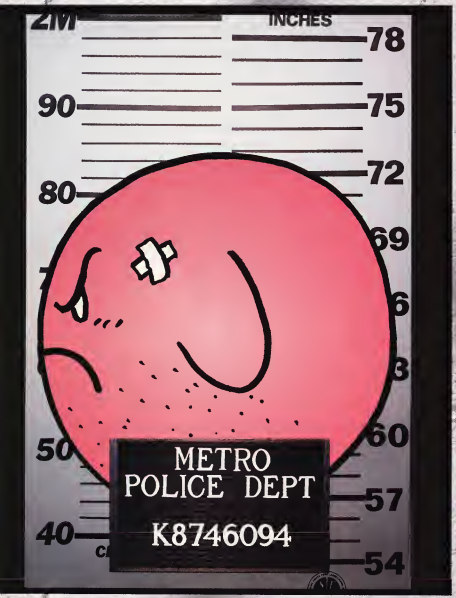


Connect blobs on your side, then watch your bud get buried.

Then facing some of the nastiest names in the business—like Waddle Dee and Squishy. (OK, so "The Mangler" and "Scarface" they ain't.)

AGES 6+

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REVIEW CREW

19 GAMES REVIEWED!!!

Ignition Factor, Flintstones, Bust A Move, Rise of the Phoenix, Pac in Time, Beyond Oasis, Punisher, X-Men 2, Desert Demolition, Crusaders of Centy, Corpse Killer, Battle Frenzy CD, Popful Mail, Novastorm, Cannon Fodder, Bubsy, Iron Soldier, BreakThru, Ristar

MEET THE REVIEW CREW!



ED SEMRAD

Ed's always been an animal lover (especially on long, cold nights), and now he's found new joy with his puppy Barkley. He might be little now, but soon....

Current Favorite Games:
Return Fire; Star Control 2, Fatal Fury 2



DANYON CARPENTER

After the hellish experience called CES was over, Danyon found new reason to live once he learned that Star Control III was in the works for the PC.

Current Favorite Games:
Return Fire; Need for Speed; StarFox 2



AL MANUEL

Al escaped the ordeals of CES by disguising himself as a Chia pet. Unfortunately he's been watered a bit too much and seems to be turning green.

Current Favorite Games:
Ridge Racer; NBA Live '95; Toshinden



SUSHI-X

The elusive ninja tried to stay out of sight at the CES, however he did not escape being accosted by several rowdies, including fans and company reps.

Current Favorite Games:
X-Men-Arcade, Toshinden, Whizz, StarFox 2



MIKE WEIGAND

After the Winter CES, Major Mike is looking for some time to unwind. Thankfully he has his Neo•Geo CD system to help him.

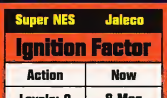
Current Favorite Games:
Samurai Shodown II; Demon's Crest; Bust A Move.

GAME OF THE MONTH

Super NES **Jaleco**

Ignition Factor

Action	Now
Levels: 8	8 Meg





ED SEMRAD

Ignition Factor is a good game. There are a lot of different ways to approach the many problems, so you can try different things each time. While the action isn't very intense, the time limit and the number of people to rescue can be quite daunting. The graphics and game play are certainly top-notch. I wouldn't recommend this for kids, it's more for the hardcore gamer who'll love it. Ignition Factor is great.

DANYON CARPENTER

This one is a toughie to grasp at first, but Ignition Factor proves itself to be a very strategy-oriented game. There are many ways to rescue the victims making each time you play unique. The missions are cool and offer good variety, but after only a few sittings, the game isn't difficult to beat. IF looks and plays like Jaleco's Operation: Logic Bomb. If you enjoyed that game, you'll enjoy this one, too.

AL MANUEL

Ignition Factor is a pretty good blend of action with a little bit of strategy. Unlike many games that you just blow through, IF forces players to really think about what they want to accomplish in order to complete each level. All the while you are treated to some well-drawn graphics. With all that, I'd think they'd tweak the music and sound a little. I didn't care much for those, however IF is a decent title.

SUSHI-X

This is a good strategy game that requires you to think as well as play. IF starts out slowly, but will challenge all different types of players to plan and work through the levels. The game gives you a good feel for the heart-pounding urgency of a real fire plus satisfaction or regret after choosing your gear. It's like the movie *Backdraft* and Ghoul Patrol combined! A frantic challenge of time and your own wits.

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Rise of the Phoenix
Koei/Super NES

For those who like this type of game, Rise of the Phoenix is an excellent strategic war simulation. However, fast-action fans will probably be repelled by the deliberate pacing. Set between waring Chinese factions, there are plenty of options and even One-on-one Combat Modes, with excellent cinemas and good music. For the genre, it is one of the better entries (fans of AeroBiz will definitely want to take a look), other players may want to approach with caution.

7	7	6	7	7
ED	DANO	AL	SUSHI	MIKE

Flintstones
Ocean/Super NES

Taito did an earlier version of this game which seemed more fitting because the graphics resembled the cartoon series. However, this game tries to resemble the movie (Fred is an awkward sprite with a John Goodman head) which really didn't work. Despite some eye-popping graphics (like the Password Option) and technique, this one is a rather routine side-scroller. (Although there is some variety in the stages like driving, etc.) Movie fans may like it more.

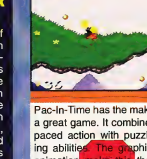
7	6	5	5	6
ED	DANO	AL	SUSHI	MIKE

Bust A Move
Taito/Super NES

Bust A Move is a thoroughly enjoyable and incredibly addicting puzzle game that relies on reflexes and timing. It takes a while to get used to the ricochet effect, but once that's down, it's solid game play. The Two-player Mode really shines (especially where one player can be handicaped), and the one-player game is also a challenge. This is a game that relies more on solid play than flashy graphics and effects. (The Bubble Bobble characters at the bottom are adorable.)

9	7	7	8	8
ED	DANO	AL	SUSHI	MIKE

Super NES	Namco
Pac-In-Time	
Action	February
Levels: 50+	8 Meg



Pac-In-Time has the makings of a great game. It combines fast-paced action with puzzle-solving abilities. The graphics and animation make this the best-looking Pac-Man yet. The game is fun, and you can sit right down and play. However, PIT lacks the substance that'll keep people coming back. The music is a bit on the repetitive side. All in all, it's a good game, but not an outstanding cart.

He's an old man but he still knows how to rock! Pac-In-Time puts Pac in the world of an action game and everything works out well. The play control is on par, the challenge level is high and Pac is just too cute. Using tools and items to get through pairs of the game is nice, but near the end of the game it becomes impossible to beat the levels. It's a fun game with a high learning curve.

This is COOL! Pac-in-Time features one of the oldest video game characters who seemingly has become more lovable the more games he appears in! PIT is a cute game with a cute character. The graphics are good and filled with color, the music, as expected, is cute and whimsical. To top it off, the game plays very well. The only downfall I found was that it was a tad difficult. All in all, a good game!

Well Namco does it again. Just when you thought they couldn't do anything more with the yellow wedge, out flies this great action cart. The little guy is fully rounded and can use a multitude of power-ups to find his way to the exit. You'll need to think a few of the levels out and the action is taxing enough for a pro. In fact toward the end, the game gets hard! Overall, it's extremely colorful and fun.

Genesis	Atlus
Crusade of Centy	
RPG	March
Levels: N/A	16 Meg



Crusade of Centy is one of the best games I've seen on the Genesis in a long time. It's an action/RPG on par to the Zelda series. There aren't enough RPGs on the Genesis, and when one is as outstanding as this one, it stands out. The story is cool, and there are lots of areas to explore. It plays well, although a bit slow. Crusade of Centy is a good game. Atlus should be thanked for this cart.

With the sheer shortage of RPGs available for the Genesis, any ol' game could come along and be hot. Not so with this game. The combination of the story line and Zelda-like play mechanics make this stand out on its own as a great game for beginners and experienced players. The game provides plenty of action, and there are nice little twists to the plot to keep it interesting. It's fun!

Crusade of Centy is an RPG that will cater to most RPG fans who are into Japanese anime. One look at the game and you will be reminded of the Zelda games on that other system. The look and game play are similar, except that the control is a little less refined. As far as the story, it's your standard "boy turns hero and saves the world," but it's done pretty well. Not a bad RPG for the Genesis.

This is an excellent RPG for the Genesis equal to the likes of Zelda and Phantasy Star. A good story gives the setting for tons of places to explore and lots of things you must figure out. The sounds and graphics are wonderful, as is the control of your character and the interface used. If there are more games like this, the RPG genre will have a big resurgence of top-quality games.

Genesis	Sega
Desert Demolition	
Action	Now
Levels: 6	8 Meg



While Desert Demolition looks and sounds like the cartoons, but I had a problem with the control. It seems like so much attention was paid to the animation that the game play was left unfinished. It's hard to avoid getting hit, and this gets frustrating. It's nice being able to play as both the Road Runner and the Coyote, but this doesn't make up for the control problem this game suffers from.

All this game needed was a little more control tweaking and it would have been better. As it stands, the graphics and animation are very crisp and colorful. The annoying sound whenever you walk or run can really bother you at first, but you learn to forget it. The zany traps that are set up reflect the cartoon world perfectly. If you can learn to live with the quirky control, you'll have fun with this one.

It hurts me to say this because I'm a fan of Looney Tunes, but I was disappointed with the way Desert Demolition turned out. Yes, this is another installment of pretty graphics, great animation and superb sound, all of which was overwhelmed by the poor play control. Although you can choose either Wile E. Coyote or Road Runner, this game could have benefitted as a two-player game.

Once again the odd couple of cartoonland comes to a home system. The graphics and animation are excellent. However, the game play seems a little weak and may be geared toward a younger audience. It could have used a few more icons or interaction between the characters although playing as Wile E. gives you a lot more to do. It's fun but needs more interaction.



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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

The Punisher
Capcom/Genesis

Although the blood and brutal tone of the arcade version is absent, this version of The Punisher is still pretty thin despite an appealing character. One of the big problems is that the characters are too small on the screen, and there is little or no skill involved in defeating the Boss characters. (They are more like wars of attrition than anything else.) On the plus side, there are plenty of weapons and moves to learn, but the whole game comes across as routine and bland.

7	6	5	6	6
ED	DAND	AL	SUSHI	MIKE

Beyond Oasis
Sega/Genesis

Beyond Oasis is a Zelda-type RPG with the main character loaded with attacks (although the crunch/jumping technique takes a little getting used to). This one is pretty enjoyable (you should use a six-button controller with this one), with the standard fare of magical enemies and creative Boss characters. The best element is probably the gigantic area you cover, and the plot twists throughout the game. For those looking for a good action/RPG title this is one to check out.

8	8	7	7	8
ED	DAND	AL	SUSHI	MIKE

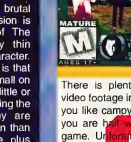
X-Men 2
Sega/Genesis

X-Men 2: Clone Wars is pretty much like the first Genesis X-Men game, except there are more characters to choose from, each with diversified attacks. Yet, the game suffers from generic sound effects and other standard elements (not to mention that goofy, mandatory introduction stage). Granted, there are several attacks and techniques to master, but the game never seems to come alive, despite a few cool (not to mention huge) Bosses and challenging levels.

7	7	7	7	6
ED	DAND	AL	SUSHI	MIKE

32X Digital Pictures
Corpse Killer

Action	Now
Levels: N/A	CD-ROM



There is plenty of full-motion video footage in this game, so if you like campy, bad B-movies, you are half way in liking this game. Unfortunately, you also have to be the type of person who likes shooters to the virtually mindless variety in order to get the last half of the way there. I do tolerate the B-movies, but there should be more to this game. Okay, but not great.

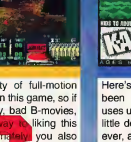
Full-motion video games are flooding the market, but none of them are very exciting to me. Corpse Killer has some interesting ideas, but they aren't executed well enough. Okay, sure, this is the best 32X CD game out there, but it's still not better than the Sega CD edition, other than some minor video clean-up. If FMV games are your thing, then have fun. As for me, I'll look elsewhere.

For starters, I can't be too excited about a full-motion video game. Corpse Killer is all eye candy and no play. The majority of the time, you just move a cursor on the screen and blast the attacking zombies. The cursor is a pain to move around with the Genesis control pad. The Menacer gun isn't much of an improvement. It would have been better if you could use the mouse. It's a rather dull game.

Well I'm not a big fan of full-motion games. It always seems to me that they leave out a lot of action in trying to make the footage quality as good as possible. The story line is cool and the footage is decent but there isn't enough for me to do. Call me impatient, but I like more action or more detailed footage if it's going to serve as eye candy. Live action fans may dig it, but I couldn't get into it.

Sega CD Working Designs
Popful Mail

Action/RPG	Now
Levels: N/A	CD-ROM



Here's a game that could've been Sister Sonic. Instead, it uses unknown characters. This little detail is insignificant, however, as Popful Mail is a decent game. The story is very humorous at times, fitting in with the Working Designs motif. This CD plays well and the choice of characters is nice. Popful Mail should be a good challenge for even the most hardened player. It's worth buying.

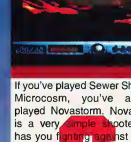
A long and involving RPG with a humorous story. Now that's original! Popful Mail plays like an action game but also has bits and pieces of an adventure and RPG game all rolled into one sweet package. The characters are all interesting in their own way and the voices, although very Americanized, aren't too shabby. These types of games are all too rare. Pick this one up before they're gone.

Popful Mail is a side-scrolling action game with a good mix of role-playing. The cinemas within the game are animated pretty well and are entertaining. The best feature is the humorous dialogue. I got a big kick out of the various movie and celebrity references. Even without the humor, Popful Mail is still a cool game with good play control. RPG and action fans should get into it.

This is one of the best Sega CD games in a while. The graphics are detailed and are shown off well in the cinema scenes. There are also impressive voices and sounds that help exploit the CD format. RPG fans will love this one. There is also a great combination of action to draw in the muck-thrill seekers. Cool characters, great cinemas and an equal balance of action make it a terrific game.

3DO Psygnosis
Novastorm

Action	Now
Levels: N/A	CD-ROM



If you've played Sewer Shark or Microcosm, you've already played Novastorm. Novastorm is a very simple shooter that has you fighting against poorly drawn enemies (except for the Bosses) on a computer graphic background. Fortunately you can find a few power-ups enabling you to shoot down at least a few of the alien ships. I'm not too fond of FMV, and this isn't an exception.

Illeeeee! Haven't I seen this game before? Oh, sorry. Psygnosis jumps on the bandwagon again to bring us another mindless shooting game with pretty background graphics. Sound like any other games? Of course! The video is very clean and nicely done, but the game itself is nothing special to play and gets repetitive quite quickly. Not my cup of tea but will appeal to some.

It was quite obvious from the beginning that I wasn't going to enjoy this game. I knew it the moment I saw the FMV cinemas and the rendered scenery in which you pilot your ship. It's not even fun to look at. Then there's the control, which seemed to lag. The game consists of moving your ship around the screen to avoid the shots that come your way. It has no technique and no fun.

This reminds me of Microcosm. The game is rather basic with minimal shooter capabilities. It seems they spent more time on the textured backgrounds than on the actual shooter. For those who like these games, the graphics are excellent and there are some high-quality cinemas. For an old-timer like myself, I need more fast-paced action in a shooter. However, it is great to look at.

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SNK

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SEGA

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Battle Frenzy
Domark/Sega CD

Those put off by the Genesis version may want to check out the Sega CD version. The scaling is a lot smoother, and the sound effects seem to have been punched-up somewhat. However, as a derivative on the Doom theme, Battle Frenzy holds its own, but it just isn't anything special. Typical of the point-the-gun-and-shoot types, there are plenty of weapons to collect, lots of enemies to blow away and huge levels to explore. It's not a bad game, just nothing special.

7	7	6	6	6
ED	DANO	AL	SUSHI	MIKE

Bubsy
Atari/Jaguar

The talking bobcat is back. Bubsy fans will love this version of the popular character, and this one will prove challenging to even the most hardened veterans of the series. The levels are huge, the graphics are very detailed and the sound is equally impressive. Non-Bubsy fans probably won't be converted, but those raised on the feline will obviously take to the character. Just one quibble, though—the control could be tweaked a bit; otherwise it's a fine game.

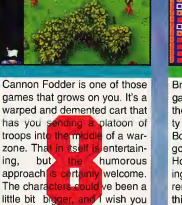
7	6	5	7	7
ED	DANO	AL	SUSHI	MIKE

Iron Soldier
Atari/Jaguar

A surprisingly good combat simulator, with excellent polygon graphics. There are several combat systems to master (using guns and even the robot's fists to destroy buildings and enemies). One of the best features of this game is being able to pick your combat area rather than starting at the same one and progressing from there. The control does take a while to get used to (especially with the various buttons, etc.), but this is a very good Battlezone-esque title.

8	7	7	7	8
ED	DANO	AL	SUSHI	MIKE

Jaguar	Computer West
Cannon Fodder	
Act/Stra	Now
Levels: 72	16 Meg



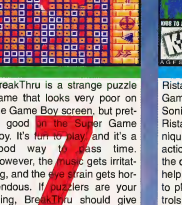
Cannon Fodder is one of those games that grows on you. It's a warped and demented cart that has you sending a platoon of troops into the middle of a warzone. That in itself is entertaining, but the humorous approach is certainly welcome. The characters could've been a little bit larger, and I wish you could blow away parts of the background. Overall, one of the most entertaining games.

War can be fun. Cannon Fodder stands high above the crowd of average Jaguar games. It doesn't try to rely on superb graphics—it gets by on the pure fun of it. Sending the troops, although a bit tiny (who cares), into battle and blowing everything to bits is some of the most fun I've had in a while. Warning! This game is highly addictive so seek medical attention soon after playing.

Cannon Fodder is a military strategy game with a humorous twist. While it may seem like your characters are too small, it's one of the few shortcomings of the game. What's more important is that it's fun. The humor, although a bit warped, is a nice addition. It keeps it from being a style hour-per-turn sim. A mindless action game is just what we need. It's fun, good and for the Jag.

Finally a game that doesn't stress your brain and leaves you to some "mindless" shooting. There is some strategy but the fun of it is my simple move-and-shoot game play that is a great stress reliever. The characters are small but have a cute almost Lemmings appeal. If you're tired of the same old texture-mapped, high-end-looking graphics, this game will hit the spot.

Game Boy	Spectrum Holobyte
BreakThru	
Puzzle	Now
Levels: N/A	N/A Meg



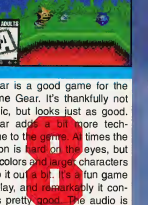
BreakThru is a strange puzzle game that looks very poor on the Game Boy screen, but pretty good on the Super Game Boy. It's fun to play, and it's a good way to pass time. However, the music gets irritating, and the eye strain gets horrendous. If puzzlers are your thing, BreakThru should give you a good time. I liked this game, but it wasn't able to hold my interest for very long.

Reverse Tetris: That's the way I like to think of BreakThru. Instead of adding pieces to take away lines, you're trying to take them away. It's a unique twist on the old puzzle game theme. BreakThru is not as easy as it sounds. You can mess up right at the beginning of the round. I couldn't imagine staring at those little squares on a portable Game Boy, but the game is dandy on a Super GB.

This is one of the better Tetris clones out there. But even though it looks like Tetris, it doesn't play like it. BreakThru is original enough on its own. The idea of the game is nice. Too bad I can't say the same for the graphics and sound. Oh, how annoying. Well, it IS the Game Boy. Sometimes it's very difficult to make out the different tiles. Anyway, BreakThru won't disappoint puzzle fans.

This is an interesting puzzle game that may be just what you need on a long trip. I'd suggest it for puzzle fans—action seekers may get bored too quickly. Along the same lines of Tetris, this is one of those games that can get very addicting once you get into it. The graphics and sounds are rather simple even for the Game Boy. Not everyone's bag, but for hardcore puzzle players, it's worth a try.

Game Gear	Sega
Ristar	
Action	Now
Levels: 7	4 Meg



Ristar is a good game for the Game Gear. It's thankfully not Sonic, but looks just as good. Ristar adds a bit more technique to the game. At times the action is hard on the eyes, but the colors and larger characters help it out a bit. It's a fun game to play, and remarkably it controls pretty good. The audio is standard Game Gear fare, and is best left turned down. This is yet another decent GG cart.

This Game Gear version of Ristar loses practically nothing from its 16-Bit counterpart. The graphics and levels are, for the most part, identical. The amount of technique needed for each level is high, making Ristar more interactive than Sonic. Colorful and vibrant levels are a mainstay of GG games and Ristar doesn't hold any colors back. Another enjoyable Game Gear title.

Ristar for the GG follows in the footsteps of its 16-Bit counterpart as a portable that keeps the system above the rest. Like the Genesis version, this portable employs a new technique that enhances the game play above most platform games. As far as looks, the graphics are top-notch. GG music was never appealing, so I can't say much about it for this game. It's a good game!

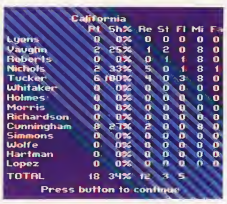
I enjoyed the 16-Bit version even when everyone else was saying it's too similar to Sonic. Once again, I can't help but be taken in by the cute little star and its taunting action. The colors and sounds are good for a portable and the new rubber band arm techniques make it fun to play. Good game play and controls add to the enjoyment. This makes a great companion for some portable fun.



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EGM's HOT TOP TENS

TOP TEN CES GAMES

The 1995 Winter CES has come and gone, so now it's time to pick our favorite games! There were no Ultra 64, Saturn or PlayStation games shown (at least not in the open), so everyone had to (mostly) rely on the good ol' 16-Bit platforms (with a few new systems being the exception). So here they are, the 10 best we saw...



#1 WHIZZ TITUS/SNES



#2 STARFOX 2 NINTENDO/SNES



#3 PANIC BOMBER HUDSON/SNES



#4 SAMURAI SHODOWN II NEO-GEO CD/SNK



#5 KILLING TIME STUDIO 300/3DO



#6 KIRBY'S AVALANCHE NINTENDO/SNES



#7 WING COMMANDER III ORIGIN SYSTEMS/3DO



#8 COMIX ZONE SEGA/GENESIS



#9 KNUCKLES CHAOTIX SEGA/32X



#10 METAL WARRIORS KONAMI/SNES

EDITORS' TOP TEN



Samurai Shodown II barely holds—especially with a strong challenge from Toshinden!



#1	Samurai Shodown II/SNK	
NEO	4 Months	-

#2	Toshinden/TAKARA	
PSX	1 Month	-

#3	Ridge Racer/NAMCO	
PSX	2 Months	▽

#4	Return Fire/SILENT SOFTWARE	
3DO	1 Month	-

#5	Mega Bomberman/SEGA	
GEN	1 Month	-

#6	Bubble Symphony/TAITO	
ARC	4 Months	▽

#7	Bokujo Perodius/KONAMI	
PSX	2 Months	△

#8	Super Street Fighter II Turbo/PANASONIC	
3DO	1 Month	-

#9	Pieces/ATLUS	
SNES	1 Month	-

#10	Doom/SEGA	
32X	4 Months	▽

READERS' TOP TEN

Yet again, the upcoming Mortal Kombat III arcade game is first and foremost on everyone's mind! We'll see as the game is due to go on test in the months ahead. Otherwise, this month's lineup is almost the same...

#1 Mortal Kombat III/ARCADE



An actual (exclusive) screen shot (kind of)! Wow!

#2 Mortal Kombat II/ARCADE



People will have to settle for this until MKIII comes out!

#3 Donkey Kong Country/SNES



Dropping one, the big DK slides down a notch.

#4 Mortal Kombat II/SNES



Dropping one number, Mileena and gang still hold on.

#5 Super Street Fighter II/SNES



Oops, Chun—that spinning piledriver looked real painful.

#6 Mortal Kombat/SNES



Sonya is scheduled to return in Mortal Kombat III!

#7 Sonic & Knuckles/GENESIS



The little red foe of Sonic is still hanging around (get it?)

#8 Super Street Fighter II Turbo/ARCADE



People may start lining up for X-Men soon, too!

#9 Earthworm Jim/GENESIS



Everyone's favorite worm. Walk that puppy!

#10 Samurai Shodown II/NEO-GEO



Still hanging on to the charts at number 10!

Opinions are based on preliminary versions of games. They do not represent the opinions of the Review Crew.

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EGM's HOT TOP TENS

Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of January 18, 1995.

3DO

#1	The Need For Speed/ELECTRONIC ARTS	
	2 Months	-
#2	FIFA International Soccer/EA SPORTS	
	2 Months	△
#3	Return Fire/PROLIFIC PUBLISHING	
	1 Month	-
#4	Super Street Fighter II Turbo/PANASONIC	
	2 Months	-
#5	Shock Wave, Operation Jump Gate/ELECTRONIC ARTS	
	2 Months	▽
#6	Supreme Warrior/ACCLAIM	
	1 Month	-
#7	Family Feud/GAMETEK	
	1 Month	-
#8	Off World Interceptor/CRYSTAL DYNAMICS	
	1 Month	▽
#9	Demolition Man/VIRGIN	
	2 Months	▽
#10	Star Wars: Rebel Assault/ELECTRONIC ARTS	
	2 Months	▽

SUPER NES

#1	Donkey Kong Country/NINTENDO	
	3 Months	-
#2	NBA Live '95/EA SPORTS	
	3 Months	△
#3	Star Trek: Star Fleet Academy/INTERPLAY	
	1 Month	-
#4	Mortal Kombat II/ACCLAIM	
	5 Months	▽
#5	Final Fantasy III/SQUARE SOFT	
	4 Months	△
#6	The Lion King/VIRGIN	
	3 Months	▽
#7	Earthworm Jim/PLAYMATES	
	1 Month	-
#8	Super Mario Kart/NINTENDO	
	1 Month	-
#9	Tetris/Dr. Mario Bundle/NINTENDO	
	1 Month	-
#10	Bassin's Black Bass Pro Fishing/HOT B	
	1 Month	-

GENESIS

#1	Madden '95/EA SPORTS	
	3 Months	-
#2	NBA Live '95/EA SPORTS	
	3 Months	-
#3	Mortal Kombat II/ACCLAIM	
	5 Months	-
#4	NHL '95/EA SPORTS	
	4 Months	△
#5	PGA Golf Tour III/EA SPORTS	
	1 Month	-
#6	NFL '95/SEGA	
	3 Months	▽
#7	Earthworm Jim/PLAYMATES	
	1 Month	-
#8	Risk/PARKER BROTHERS	
	1 Month	-
#9	Pitfall Harry: The Mayan Adventure/ACTIVISION	
	1 Month	-
#10	NFL Quarterback Club/ACCLAIM	
	1 Month	-

SEGA CD

#1	Pitfall Harry: The Mayan Adventure/ACTIVISION	
	2 Months	△
#2	Mega Race/MINDSCAPE	
	1 Month	-
#3	Spaced Ace/READYSOFT	
	2 Months	△
#4	Dungeon Master: Skullkeep/JVC	
	1 Month	-
#5	Mighty Morphin Power Rangers/SEGA	
	2 Months	▽
#6	Crime Patrol/AMERICAN LASER GAMES	
	1 Month	-
#7	Links/VIRGIN	
	2 Months	△
#8	ESPN National Hockey Night/SONY IMAGESOFT	
	3 Months	▽
#9	Star Wars 3D: Rebel Assault/JVC	
	7 Months	▽
#10	NBA Jam/ACCLAIM	
	3 Months	△

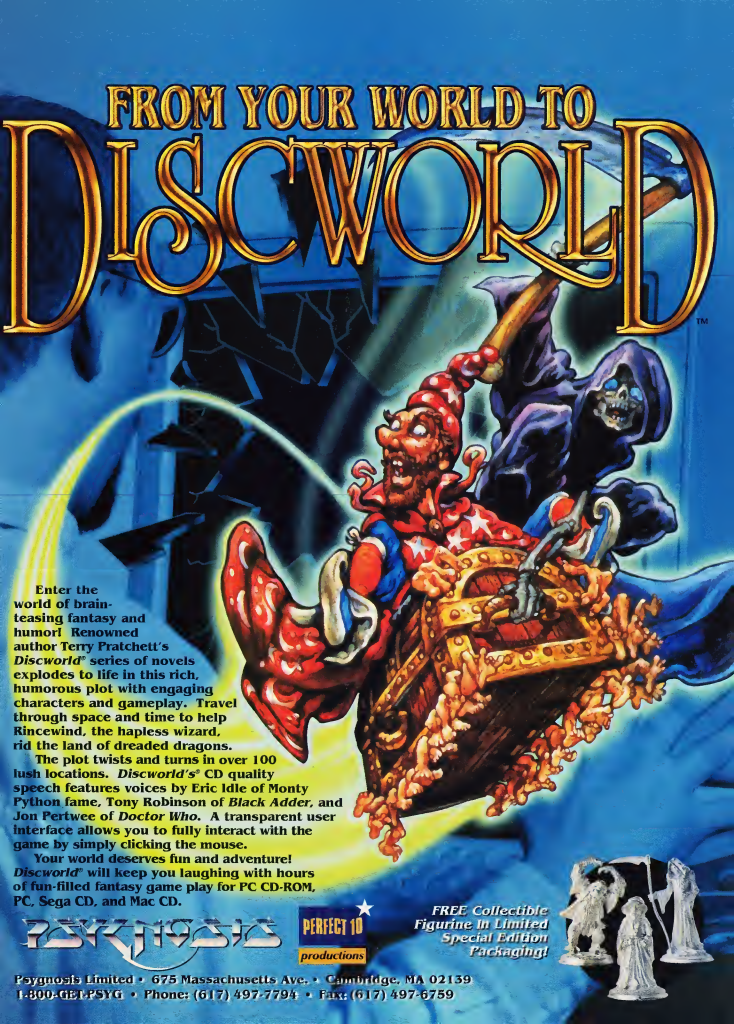
GAME GEAR

#1	The Lion King/VIRGIN	
	3 Months	-
#2	Sonic Triple Trouble/SEGA	
	3 Months	△
#3	Road Rash/U.S. GOLD	
	1 Month	-
#4	Mighty Morphin Power Rangers/SEGA	
	3 Months	▽
#5	Madden NFL '95/EA SPORTS	
	1 Month	-
#6	NFL '95/SEGA	
	3 Months	△
#7	Shining Force: Sword of Hajya/SEGA	
	1 Month	-
#8	Samurai Shadown/TAKARA	
	1 Month	-
#9	FIFA International Soccer '95/EA SPORTS	
	1 Month	-
#10	Beavis & Butt-Head/VIACOM	
	3 Months	△

JAGUAR

#1	Val d'Isere Skiing and Snowboarding/ATARI	
	1 Month	-
#2	Kasumi Ninja/ATARI	
	1 Month	-
#3	Alien Vs. Predator/ATARI	
	1 Month	-
#4	Doom/ATARI	
	1 Month	-
#5	Iron Soldier/ATARI	
	1 Month	-
#6	Zool 2/ATARI	
	1 Month	-
#7	Tempest 2000/ATARI	
	1 Month	-
#8	Checkered Flag/ATARI	
	1 Month	-
#9	Brutal Sports Football/TELEGAMES	
	1 Month	-
#10	Wolfenstein 3D/ATARI	
	1 Month	-

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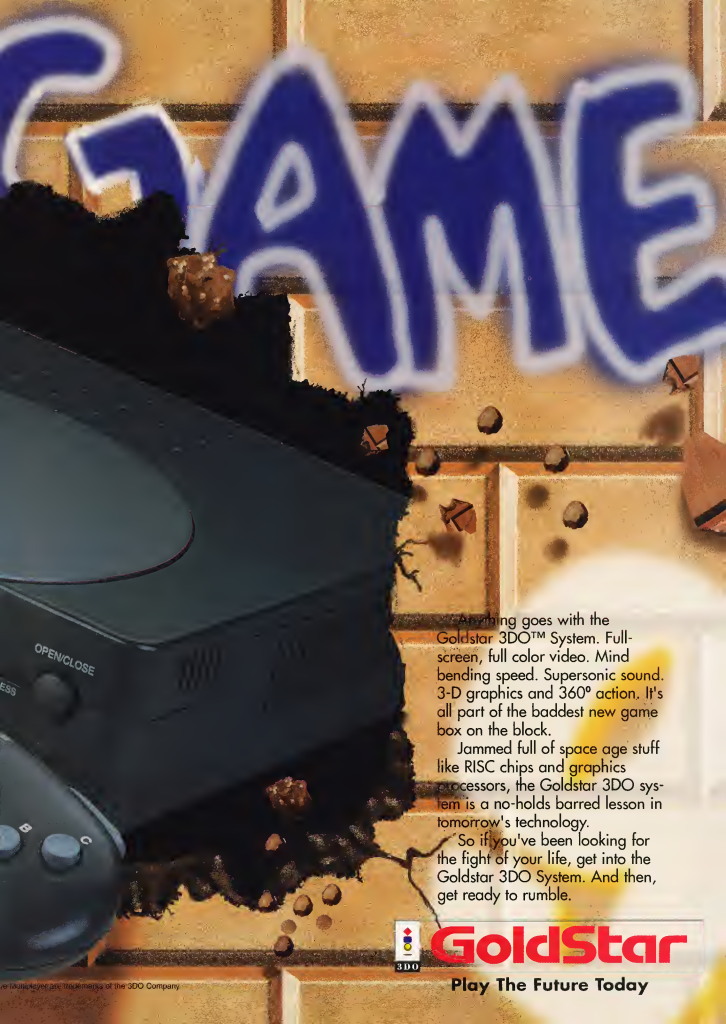
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...PlayStation Gets MK3 Exclusive...
...Virtual Boy Goes Color?...
...32X Not Living Up To Its Potential?...
...Jaguar Gets MK Actors For Game...

...The one-armed bandits of the gaming world were decked out in their Sunday best just weeks ago. Even though there were fewer companies this year at the Winter Consumer Electronics Show in Las Vegas, that didn't deter yours truly. The Q-Mann made his rounds and lifted enough dirt on the movers-and-shakers of the gaming world to ... well ... write this column ... Nintendo confirmed what the Q-Mann reported previously: Diddy Kong will be starring in his very own Super NES jungle adventure. Rare is doing the programming as we speak, and it will also feature the new ACM technology used to make Donkey Kong Country ... Also at the Nintendo booth, execs released info on their upcoming Ultra 64 on a need-to-know basis only. Behind closed doors, however, the Q heard rumors that Nintendo has committed to taking a $100 hit per unit to get the Ultra onto store shelves at the promised $250 mark. (There remains a remote possibility that it will slip to $259.) Seems the release of other details is being held back so the big N can react to the rabbits that Sony and Sega have planned to pull out of their respective hats...

...In other Ultra 64 news, the Q hears that LucasArts, in conjunction with Nintendo and Sculptured Software, is working on an Ultra 64 Star Wars game that takes place 20 years after the originally trilogy's timeline. The play mechanics are rumored to be a combination of Rebel Assault and TIE Fighter. Yours truly has also discovered that they're trying to get Mark Hamill to play an older Luke Skywalker and use compressed full-motion video in the game ...The other game the Q finally laid his eyes on was the almighty Mortal Kombat III which the Mann viewed behind closed doors at the show. MK3 looks great and early indications are that you won't be disappointed by Boone and Tobias' latest course in pain. Rich Divizio is once again playing the parts of Kano and Baraka, Tony Marquez is playing Kung Lao, Kerri Hoskins is playing Sonya and John Parrish is playing Jax. As far as the other nine characters are concerned, Williams hired models instead of martial artists. Williams is still trying to convince Robin Shou, the actor playing Liu Kang in the Mortal Kombat movie, to play Liu Kang in the game. Fighting on (and under) city streets and other locations will definitely offer a new change of pace for a game that has most definitely taken the crown from Street Fighter II (let's just hope the movie is better)...

...So where did the people responsible for bringing many of the Mortal Kombatants to digital life end up? The Q-Mann hears that they are working on a new fighting game for the Jag with Atari. The project is being headed up by Ho Sung Pak, the man who played Liu Kang in Mortal Kombat II and Dr. Philip Ahn, who played Shang Tsung. Also along for the ride is the actress who played the part of Kitana. The game should hit stores later this year ... In other news from the Atari front, the Q saw a fatty display loaded down with 64-Bit goodies, including a yet-to-be-named, Virtua-inspired fighting game with some truly cool features. While some of these softs have been seen at previous shows, the people in power at Atari Central Command promise players that they'll be able to get their hands on dozens of new titles as well as their new CD peripheral as the months tick off the 1995 calendar...

...Wurd has it that Super Tetris III is in the works and the game may be ready in time for this coming Christmas. The game will allow four people to compete at the same time! Gamers can expect to see at least 12 to 15 titles ready at the launch of the Ultra 64, including a new version of Castlevania from Konami, Robotek from Gametek, a Mario adventure from Nintendo and a Mario Kart-style game also from Nintendo, Doom from Williams, Batman Forever, Alien Trilogy, Turok the Adventure Hunter and Frank Thomas Big Hurt Baseball from Acclaim and the next Final Fantasy Quest from Squaresoft. Also look for Capcom to launch onto the next-generation platforms with Street Fighter II, complete with blood and guts. While this will help, Sony, who may not get MK3 as a pack-in after all, IS likely to get an exclusive distribution window instead, meaning that for a period of 30 days the PlayStation will be the only format that you can play MK3 on. Seems the guys with the lightbulbs floating over their melons at both Nintendo and Sony think that a new war of the fighting games will be the best way to attract interest to their respective camps...

...Virtual Boy was one of the wanna-be highlights of the show. At first glance Virtual Boy really isn't all that great, but the Q-Mann scoured the halls and parties looking for the V-Boy's hidden agenda and, as usual, yours truly found it. Virtua Boy's future seems to lie in a future virtual-reality gaming application and insiders are suggesting a possible compatibility with the Ultra 64 and a virtual-reality arcade application is in the works in Japan. The Q-Mann was catching rumors of Nintendo pushing back the release date, however, by the end of CES ... It took some doing but Virtual Boy's red diode display may become full color if Reflection Technologies has anything to say about it. Seems that company has developed a blue and a green diode and they're lobbying to develop an adapter that could turn the Virtual Boy into the first full-color VR station for home use. Virtual Boy may even become the eye piece for the Ultra 64 or possibly even the Super NES! ... Other games planned for the Virtual Boy include a version of Tetris, Bomberman from Hudson Soft and Brutal from Gametek. Also expect other companies to be getting games out for the one-color version of Virtual Boy as the secret to its real purpose begins to leak out ... Another peripheral that developers told the Q was not living up to its potential was Sega's 32X. Those in the know tell me that the peripheral is capable of much, much more and early games don't use many of the device's higher functions. Some were saying 32X is 90 percent of a Saturn which bodes well for Sega's lower-priced next gen machine...

...So what was the hit of the show? It's an odd one my Q-Fans as the most talked-about product at the show wasn't even there. The Sony PlayStation, in light of what the Sega Saturn has to show and what Nintendo's Ultra 64 has yet to show, is quickly becoming the new standard of the video game industry. While the Q will remain concerned about widespread acceptance of the unit until a definitive price is announced, sources close to the company are saying that it will be under the $300 barrier. Furthermore, the system will accomplish a first for the industry and actually launch with more than three pieces of software. In fact, there are so many games in the queue (or is that Q?) that Sony insiders are privately concerned that too many games may be available! In any event, the PlayStation is hot, Hot, HOT, and with the stellar lineup of talent supporting the product, the next generation of gaming could have Sony written all over it...

...That wraps it up for this chapter of Gaming Gossip, the longest-running video game gossip column on the face of the entire planet! Next month I'll deliver more dirt from the show and keep you posted on the latest developments from the 32-/64-Bit front. Until next time, keep the rapid-fire on, the slow-mo off and remember to never double down on 20 or stay on 7 like that sap at the end of the table...

- QUARTERMANN



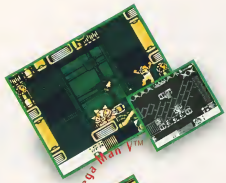
When Systems Collide

What's the result when Game Boy® and Super NES® have a head-on collision? Super Game Boy®. This high-impact unit transforms your favorite portable games into full-screen, multi-colored masterpieces! Super Game Boy packs a lot of technology into a tiny Pak, but you don't have to be a brain surgeon to figure out how to use it. It's a simple piggy-back job. Just slide the Super Game Boy into your Super NES, as you would any other Super NES game, then pop any Game Boy game into the Super Game Boy. Instant color conversion! And it's not just for new Game Boy games. ANY Game Boy game can take advantage of Super Game Boy's powers of color transformation. That's a lot of games, too–well over 350 titles! And once you're all set up, you'll play your Game Boy games using Super NES controllers. You'll hear the stereo Game Boy music through TV or stereo speakers. You'll play it in living color on your TV screen. Get the big picture?





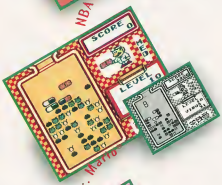
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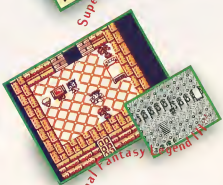














TRADING GO

With Game Boy, you have the ability to "take it with you," but Super Game Boy lets you show off your favorite Game Boy games in an all-new way. Your Game Boy games will look better, play easier and take on a whole new level of graphic detail. In this case, bigger is definitely better. Instantly mutate Metroids to 10 times their original size! If a picture is worth a thousand words, the "before and after" shots here are saying a lot of good things about Super Game Boy!

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FOR SHOW

GAMES GAMES GAMES





If you have a Super NES but not a Game Boy, you can access a whole new world of games once you have a Super Game Boy. Exclusive Game Boy titles like Donkey Kong Land, Metroid II: Return of Samus and the entire Super Mario Land series can now be played on your Super NES! Paks like the Legend of Zelda®: Link's Awakening™ and the Final Fantasy Legend™ series take on a whole new level of excitement with Super Game Boy.

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Choices

When you plug a game into Super Game Boy—POW—instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn't to your liking, that's not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.

As you can see, games like Link's Awakening look great in almost any color palette. When customizing the game you're playing, you'll find that contrasting colors often work best.

BORDER OPTIONS



BORDER OPTIONS

There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It's like a Super NES screen saver. Try it!



BORDER OPTIONS

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Make your own

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If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to port 11 on your Super NES. It will work kind of like Mario Paint®. Just select a color from the color palette, click and hold the buttons, and paint away!



Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.

Using a border that complements your game screen can certainly enhance your gaming experience. For example, set the scene for Link's Awakening by painting a border that features Koholint and Egg Mountain, or build an arena around your NBA Jam™ court.

Choices

Super Game Boy also allows you to edit the various colors of any given palette by increasing or decreasing the brightness of each color. If you come up with an unbeatable combination of colors, write down the password that you're given, and then enter it any time you want to use that palette again. It's versatile. It's comprehensive. It's cool.

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ENHANCED MODE



Programmers can now pre-assign colors to provide optimal contrast, vibrancy and detail with Super Game Boy Enhanced Mode. Different levels of a game can access different color palettes, as well. And customized borders that surround the playfield can be built-in to create an exciting frame that complements the game. Check out games like Donkey Kong, Space Invaders,™ Mighty Morphin Power Rangers,™ Wild Snake,™ Bonk's Revenge,™ Mega Man V, Donkey Kong Land and more! Keep an eye out for the happy face icon on the box. It lets you know that the Super Game Boy Enhanced Mode is ready to roll!



Super Game Boy Enhanced Mode Icon





Select any Power Ranger and the Enhanced Mode outfits them in the right color.

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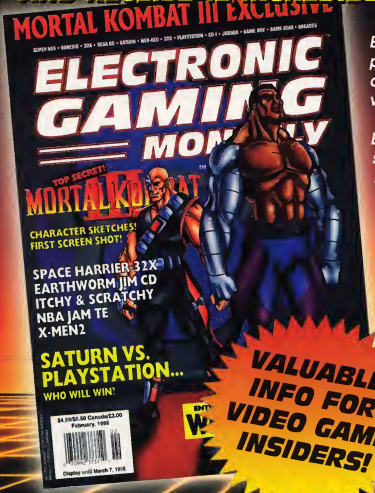
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PRESS START

APPLE AND BANDAI TO PUT FULL COURT PRESS ON GAMING WORLD WITH PIPPIN

For months, the anticipation for the Saturn, PlayStation and Ultra 64 next-generation systems has kept gamers on the edge of their seats and hungry for information.

All the while, Apple Computer and Bandai, a leading Japanese toymaker and Nintendo licensee, have been working on a 64-Bit CD-ROM player to be used not only to play games but also for educational and business purposes.

Apple will manufacture the hardware and Bandai will develop the software plus handle the marketing for the unit.

The Apple Pippin CD-ROM player uses a 64-Bit PowerPC 603 RISC (reduced instruction set computer) microprocessor and the Mac OS operating system.

Using the technology, Bandai plans to develop the Pippin/PowerPlayer. It will go on sale in Japan this summer and in the U.S. in October or November.

The quadruple speed CD-ROM player will feature two serial ports and ROM containing 680X0 emulator software, a Macintosh toolbox and accompanying fonts.

The Macintosh compatible



Apple Computer and Bandai have developed the 64-Bit, CD-ROM-based Pippin.

player will be priced in Japan at about $500 U.S. Bandai of America officials are suggesting that the price hasn't been finalized yet and a price of $300-500 is reachable, with software prices expected to be in the area of $50. Development kits are said to be cheaper than any of those currently being offered to developers including the PlayStation, Saturn or Ultra 64.

Apple plans to license the Pippin to a variety of vendors from different industries and has already attracted more than 100 third-party licensees to its ever-growing list of software supporters.

It won't just be a gaming system. A keyboard, mouse and other peripherals are already being planned to handle the many tasks that the Pippin will be able to perform.

Playing high-quality games will be among its uses, but that's not all.

Another interesting feature will be a Geoport to allow a telephone line to be hooked up to the Pippin, so players can play against or communicate with one another.

Fifty to 100 titles will be available at launch, including 30 games. Bandai will also make games for the new unit.

PIPPIN SPECS

CPU—66 mHz-power PC, 603 RISC Processor, one megabyte of video memory
GRAPHICS—dual frame buffer for superior frame-to-frame animation, NTSC, S-Video and VGA Computer monitor capabilities.
RESOLUTION—640X480 level
Colors—Up to 16.7 million
Memory—6 megabytes combined system
Sound—Dual stereo 16-Bit quality output and dual 16-Bit digitized stereo inputs

SATURN TO PLAY CD-QUALITY MOVIES USING A SPECIALLY DESIGNED VIDEO CARD

Sega recently announced that they are working on a video CD card for the Saturn.

Not unlike the CD-i MPEG, this latest technology will allow you to play video CDs on your Sega Saturn unit.



The price is unknown, but the unit is being worked on now and should be ready and on the market in Japan in late April, or early May. A cartridge plugged into the Saturn will give the Saturn the actual programming capabilities it needs for accessing the CDs and memory storage. The port on the back is where gamers will insert the video card.





GTE AND NINTENDO ENTER INTO FX FIGHTER PARTNERSHIP AGREEMENT

GTE and Nintendo of America have announced that they have entered into a joint agreement to develop, market, publish and distribute video games, as well as act as partners to explore new interactive technologies.

At the the Winter Consumer Electronics Show in Las Vegas, NV, GTE unveiled their new partnership with Nintendo.

The two companies showcased their first combined effort, FX Fighter—a 3-D perspective fighting game using Nintendo's state-of-the-art FX2 graphics enhancer chip for the Super NES.

"Nintendo is committed to bringing its millions of brand-loyal players fresh, new games that provide unique game play experiences," explains Howard Lincoln, chairman of Nintendo of America, Inc.

"To this end, we've joined forces with GTE Interactive Media. Their unparalleled ability to engage top creative talent for collaborative content development and focus on new technologies will be an invaluable resource to Nintendo."

This partnership marks the first time Nintendo has co-published a 16-Bit cartridge game product with an outside company. This new union is expected to be a long-term venture uniting the strengths of both companies. This effort will occur at multiple levels, including the joint development and copublishing of FX Fighter.





Other projects include support by GTE Interactive Media for the launch of the new Nintendo Ultra 64 home game system that is now in development with a scheduled launch in the fall of this year, as well as the possibility of a gaming network and other interactive service delivery systems. The GTE Corporation is the $20 billion corporate parent of GTE Interactive Media.

The joint venture combines Nintendo's strengths and brand recognition in the video game market with GTE Interactive Media's creative resources and leading-edge technology.

FX Fighter is a polygon fighting game that features cutting-edge, motion-capture technology combined with real-time, polygon-based characters.

The technology and the concept for the game was developed by U.K.-based Argonaut Software.

Both Nintendo and GTE have assembled an awesome team to develop FX Fighter. To help them out on the project, Nintendo has invited GTE to utilize their programming facilities and their top programming talent, including fighting game guru Ken Lobb, the man who made and designed Killer Instinct on the Ultra 64 arcade system. His team will be tweaking the game, and it is scheduled to be released in May 1995.

SHARP JAGUAR PROMOTION OFFERED BY ATARI

Atari has come up with an interesting promotion that gamers will be able to sink their teeth into.

They are getting aggressive in the gaming marketplace and they are trying to claw their way into the hearts of the public.

They not only have plenty of new and innovative game titles coming out, but they also have a promotion in the works that should entice avid gamers into prowling around the Jaguar camp.

From now until May 3, 1995, when you buy a Jaguar system with Cybermorph packed in, you will get a second controller and the choice of either Tempest 2000 or Wolfenstein 3D free by mail.

To get in on the offer all you have to do is send in the coupon for the free game and controller that is available where you purchase your Jaguar system. Atari will send you back the game you selected and the free controller in four to six weeks.

The controller and game offer is an $85 value you won't want to miss.



VIR SYSTEMS' THE BIRD CONTROLLER WILL SEND YOUR SCORES SOARING!

VIR Systems has developed a virtual joystick called the Bird. It's a revolutionary controller technology that should take the gaming world by storm.

Once only available to computer gaming enthusiasts, it provides a revolutionary way to control computer (and now video games) without players having to keep their hands clamped to a joystick on the table.

The ergonomically designed pistol grip simply sits in the player's hand, sensing every movement.

It's a free space device—no desktop, no base and no cable connections are required. It uses a non-directional, infrared link to keep its contact with the computer.

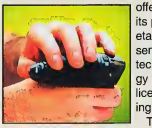


It captures every attitude adopted by the player, providing freedom of movement that allows it to be used to control the game from anywhere in the room, even when the player is walking around. Imagine the possibilities with that!



The feel and sophistication of the Bird is made possible by a version of attitude-sensing technology developed by VIR Systems.

In its Proportional Mode, it offers responsive sensing of attitude that adds to the thrills of flight simulators and space missions. In the Digital Mode, it uses a special digital keypad that provides a choice of three key layouts.



It has an auto-pilot function, its firing controls provide sharp response times and it can be used by left- or right-handed players.

The technology was tested in IBM PC applications, but the technology is adaptable to other platforms.

VIR Systems is even offering its proprietary sensing technology for licensing. The company has been approached by all of the major gaming players and has plans to make the Bird for the Sony PlayStation, Ultra 64 and Sega Saturn.



It will take some time and the New South Wales, Australia-based company is even thinking about setting up a U.S. office to handle the distribution of the Bird products.

No final pricing on the controller has been decided. But VIR Systems feels that the pricing won't be out of line with other joysticks and control pads that are currently on the market.

VIR Systems had the unit on display at the Winter Consumer Electronics Show and they showcased the technology at that time.

Attendees got to try out the Bird on flight simulators and IBM PC space fighting games.

NINTENDO ADDS COLOR TO GAME BOY STRUCTURE

Nintendo is making a fashion statement. They are dressing up the gray look of the Game Boy by adding color to it—vibrant yellow, radiant red, gorgeous green, deep black, even "high-tech" transparent. Players, pick your color!

Now video game players can select a Game Boy in a color that reflects their own distinct personality and style.

Despite the boiled-cabbage-colored, 8-Bit LCD screen, Nintendo is sticking with the Game Boy. With an installed base of more than 40 million users worldwide and more than 400 Game Boy games to choose from, this new "Play it Loud" Game Boy series comes in five hot, new colors with a clear carrying case that can hold as many as six Game Boy titles.

"Game Boy is breaking into the '90s with these exciting new colors," says Peter Main, Nintendo's vice president of marketing. New, color Game Boys introduce another round of excitement to this great product line."



Gamers will be able to use their colorful Game Boy to play some new Nintendo releases, including Wario Blast and Space Invaders. Nintendo also plans to release Donkey Kong Land, a Donkey Kong Country for the Game Boy.

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Sega Genesis title pictured above not yet rated

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Michigan State

mmm

Illinois

Maryland

mmmm.



Outlawed in the pros, sure, but in Collegeville the glass comes out when you throw down.



What will Cinderella be wearing to the Big

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We were gonna' call it "The net trimmin'-glass breakin'-play makin'-face paintin'-that's-my-brain-you-just-barred-roundball-fanatic-hoops game" but Coach K's name fit on the box better.

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Syracuse

Dance

this year?

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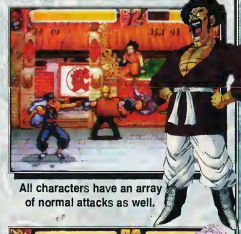
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ARCADE ACTION



DRAGONBALL Z 2 by BANPRESTO

Dragonball Z is one of the most watched cartoon series in Japan. The story line is very intricate. Explaining a few supporting characters and their relation to each other will show you this intricacy. (This is the basic story from the cartoon series.) Gokou is the main character, who is from another planet and a race called the Saiyans. Cell is the main bad guy, the strongest living thing in the galaxy, who is made up of cells from a number of super warriors. Gokou and Cell fought and nearly wiped out the entire planet. In this fight many people join in, and Gokou dies, only to return later. There are many reporters covering the fight, but only one piece of tape survives. This tape shows a man named Satan kicking Cell. Satan is the world champion of martial arts. He says he has a never-wielding body and the highest level of intelligence. Satan is hailed as a national hero, but in reality he is a coward. Trunks is the son of Vegeta, who used to be bitter enemies with Gokou but they have made up. Piccolo's son was saved by Gokou, so Piccolo owes him his life. However, when Gokou is thought to have been killed, Piccolo takes care of Gokou's son, Gohan. It seems like Japanese cartoons are not unlike our soap operas. There are 10 characters to choose from in all. Each character has access to seven special moves. A slight twist is that these special moves were designed for the game, and the characters cannot do them in the show. The action voices for the game are done by the same voice-actors and actresses who do the TV series. The same sound effects are used as well. Unfortunately, the series is not popular here, so this game will probably not show up on these shores.



All characters have an array of normal attacks as well.



This game definitely has its share of special attacks.



Most fights take place in the air, for a change in game play.



Satan is a pretty strong character, being the master of martial arts.



Cell is the most powerful being in the galaxy and the game.

AMERICAN AMUSEMENT MACHINE ASSOCIATION

PUYO PUYO 2 by SEGA



If you lose to your opponent, you get laughed at by an ugly panda!



This game is not unlike Tetris. It tells you what Puyo Puyo is coming next.

A few years back, Tetris hit the States in a big way. There was an arcade game, then countless computer, console and spin-off games. In Japan, the same happened with a puzzle game called Puyo Puyo, a game that is not unlike Tetris in its theme and object. Now Puyo Puyo has a sequel. Game play is simple. You choose either the 1P to compete against the computer enemy character, or Player Vs. Player Mode. Select from the play levels: Beginner, Normal and Difficult.

By moving the joystick, you move the Puyo Puyos (which come down from above, to the left and right), and turn them around with the button. Press the joystick downward to make them fall quickly. The whole idea of the game is to line up four or more Puyo Puyos of the same color vertically or horizontally to erase them. Erasing the Puyo Puyos will cause them to drop down on the opposition's field. Due to a chain reaction when many Puyo Puyos are erased, the opponent will have many obstructive Puyo Puyos on his field. When your screen is filled all the way to the top with Puyo Puyos, you lose and the game is over.

Almost exactly like Tetris, this puzzle game is insanely popular in the Land of the Rising Sun. As we've noted before, puzzle games do not do very well here in the States. Puyo Puyo and its sequel will most likely never make it to arcades and home units here. This shows how diverse the Japanese are in their tastes and how Americans won't play a game unless it has muscle-bound cretins beating the pulp out of each other. Hopefully when this fighting game kick dies out (in the near future if we're lucky) we'll see more diversity in arcade games with titles such as Puyo Puyo 2.



The funnest way to play Puyo Puyo is the Two-Player Simultaneous.



The best way to win the game is by adding Puyo Puyos to the other side.

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ARCADE 8 RATING

SUPER NOVA by MAS SYSTEMS

A strange entry in the list of new arcade products this month includes a device that many a game enthusiasts would kill for. The device is called a super gun, and it allows you to play most arcade games in the comfort of your own home. MAS Systems sells many products that are used in the arcade realm as well as a large selection of arcade game boards for use with the super gun such as Primal Rage, Darkstalkers, MK2, SSF2 Turbo and lots more.

The technical side of Mas Systems' unit is somewhat confusing, but this is what it boils down to: Mas has spent the last 10 years doing serious research and development in the arcade as well as the home video game market. The result is a line of high-quality products for almost any video game need. The Super Nova system, for instance, is incredibly impressive. Picture quality is near perfect, and there should never be a need to adjust the colors. The JAMMA unit has any kind of output you might want (they will customize), and the joysticks are some of the most sturdy and high-quality sticks I have ever used. Quality is not the only thing to consider here. MAS Systems also has some of the best customer service in the industry. In my dealings with Thao Nguyen, lead engineer/designer at MAS, I found that he was willing to listen to any problem a consumer might have and try his best to fix the problem.

The Arcade system is not absolutely perfect, however. I found that there were minute color distortions in the signal when it finally got to my computer. In fairness, this could be due to user error. However, the problem does exist. Other than that, I was fully satisfied with the design. If you have the money to invest in a Super Nova and the arcade boards as well, MAS even sells full-size arcade cabinets with a Neo•Geo-type selector to flip through all the games you own!



Imagine playing the new Mortal in the comfort of your own home!



If you decide to invest in a super gun, you might want to buy a cabinet, too!

System Hardware Specifications:

-Control unit system with a powerful 15A DC power supply

-JAMMA signals output with a standard auxiliary harness for push buttons 4, 5 and 6 (used for kick buttons in Street Fighter 2-type games)

-Two separate controllers with standard six-button configuration

Input Signals

-Universal DB-15 connector for Player One and Player Two

-Unlimited number of controllers may be added to accommodate games requiring more than two players (games like Capcom's Alien Vs. Predator and Armored Warriors)

Output signals

-Left and right speakers output jacks Standard Composite Video and S-Video

-Standard analog RGB out and pinout compatible with Neo•Geo system

Options

-Individual Turbo on/off switches for all six push buttons

Power Supply

-AC 120V, 60 Hz

For more information on MAS products contact Thao Nguyen at (714)831-5760 or (714)831-5985 fax.



The Super Pro Stick really helps with NEO•Geo control, and only costs $89.90.



Primal Rage is one of the many games you can play on Super Nova.



A two-player single unit costs $450, and the dual controllers above cost $525.

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Retail Vision 1994 Winner Best Product

Innovations


Ever blown
your
inner ear
out your
nose?

Nothing's worse than a mean dose of vertigo —except maybe a crushed kidney. 'Cause in Off-world Interceptor™, Crystal Dynamic's™ vicious 4x4 off-road kill-fest, grabbing air is just another perk. (Check out the extreme, 32-bit texture mapped, butt-bone smashing terrain!) As a bounty hunter, your job's to scrape up the scabs that society's picked off and flicked your way. Crush'em beneath ten tons of screaming steel, cremate'em with blazing napalm cannons. Whatever it takes— cause given half a chance, they'll be thrilled to deep-fry your customized Monster Stomper into a crispy mess you wouldn't serve in Hell's Kitchen. One last thing— buckle up. Because coming down's a bitch.





On the way up, you gotta whup a couple'a tough mo'fo's. This game's no exception. They're called Bosses. But don't bother ass-kissing 'cause you'll lose more than your face.



Ditch the KC lights, cause this ain't no sausage-on-a-stick stadium show. Beef up your 4x4 with trick engines, air grabbing jump jets and carcass-carving pulse lasers.



Exorcise all that repressed juvenile behavior with our head-to-head, "waste-yer-buddy" 2 player mode. Freud'd be embarrassed. But Genghis Khan would totally approve.

"Any closer Dog Breath, and I can braid those nostril hairs. Get this man some clippers and a mint."



Sick of pointless full-motion video? Well, bite us, we're doin' it anyway. We've dropped in some smart-assed punks sittin' up front talking smack.

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SUGGESTIVE THEMES
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MATURE M 17+

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CRYSTAL DYNAMICS™

INTERNATIONAL OUTLOOK

6 GAMES PREVIEWED!!!

Van Battle, Virtua Racing Saturn, Sonic Drift 2, Philosoma, Popoitto Hebereke, Sailor Moon S.

FACT FILES: Hyper Solid Toshinden, Chinese Fighter

INTERNATIONAL NEWS

Here is another sampling of the recent delectables in the land of chopsocky saurians!

Taito unveiled plans to make Ray Force and Darius Gaiden (3) for the Saturn. On the SF front, since the Shoshinkai Show in November, not many SFC games have been announced (though it's still numero uno in Japan). Nintendo did, however, unveil a new title called Virtual Lake, a fishing game used in combination with the new satellite downfeed.

Stay tuned for International Outlook's new look, which will be making its debut next ish!



Go for it Morikawa #2 is a simulation game where you train a Morikawa #2 robot to do all sorts of things. Available for the PlayStation.

WORLD NET

Sega of Japan

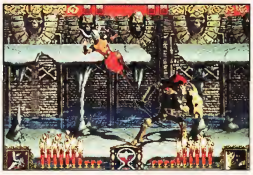
Van Battle

Saturn		1995
Fighting		Unknown Price



In a mystic, medieval land ruled by demons, bloody battles are waged as entertainment for the king of darkness. The combatants are horrifying denizens of the netherworld with skills far beyond the puny strengths of humankind. Huge ogres, ghastly twin zombies and a beautiful doll given unholy life are just a few of the monstrosities you will face in this stunning fighting game.

Extensive use of digitized graphics lend this brawler an air of surrealism, including splashes of bloody gore for those so inclined. The spooky air of this gruesome soft is further enhanced by the use of candles and an hourglass in place of the usual life meter and countdown clock. Don't play this after midnight.









Sporting a bizarre cast of digitized creatures and little humans, this is one tough fight!



Ewww! Lots of bodily fluids fly freely in this gothic and gruesome fighting game!

INTERNATIONAL OUTLOOK



Time Warner Interactive of Japan

Virtua Racing Saturn

Saturn		Unknown Release
Racing		Unknown Price

The first serious polygon racing game from Sega's famed AM R&D Dept. 2 is now being prepared for the Saturn by TWL. As this game is still very early in development, very little has been decided as to what new features will be incorporated, but bet on seeing new courses and new cars!









Saturn VR will feature more tracks and cars than the previous 32X and MD!

Sega of Japan

Sonic Drift 2

Game Gear	GAME GEAR	March 17
Racing		¥3,800

Sonic and his sidekicks are back to show who's the fastest on wheels! This time, the number of drivers who join of Sonic, Myles, Rosy and Robotnik has been increased to seven, including Metal Sonic and Knuckles. The number of courses have been upped to 18, including those in outer space. With a grand Prix Mode and Time Attack, there's plenty to do here!







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CAPTRON C & C

Sunsoft of Japan

Popoitto Hebereke

PlayStation/Saturn		February
Puzzle		¥6,000







Above is the PlayStation version. Here, you can see a column.

In this pic of the Saturn version, a two-player game is in progress.

Sunsoft's resident mascot (supposedly a penguin) and his weird buddies are out to settle old scores again, this time in a Columns-like puzzle game. The object is to line up falling playing pieces (heads of Hebereke and his foe, yukko) in rows or columns of four and pop them. Chain reactions cause nasty things to happen to your opponent. Great, raving, techno-dance tunes liven up the already intense Tetris-style game play!

Sony Computer Entertainment of Japan

Philosoma

PlayStation		February
Shooter	PlayStation	Unknown Price



SCE is finishing up the first PS shooter that puts the new system through its paces. Philosoma is a visually stunning game that uses cool CG cinemas to link the shooting stages with shifting viewpoints to suit the action, including front, side, top and rear view. SCE has integrated wild CG with superb 3-D polygons, so you're in for a visual tour de force!





Bandai of Japan

Sailor Moon S

Game Gear	GAME GEAR	1995
Action		Unknown Price



The impossibly long-legged heroines of the hyper popular anime (at least to girls under the age of junior high and lovelorn men of all ages) are out to save the world from domination by a messianic foe. Set mostly as a side-scrolling action game, you can plod through the levels with just one character or a number of unique gals!





Fritz... Armed and Dangerous

BrainDead 13 starring Fritz... a bizarre comedy, horror, action-adventure
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READYSOFT

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PLAYSTATION

Controlling The Action

Toshinden is riddled with all kinds of nifty options. There are the obvious ones, like difficulty select and bout time. However, you can also set the number of bout points, your strength, camera angle (see right) and there are also controller setups that let you use the top four triggers for executing side-stepping or special moves!



Various camera angles to view the action



Normal

Well, it's normal! The camera will pan around the two characters up and sideways.

Sky

Being an angle that is almost impossible to play with, this is just a neat effect view.





Overhead

The camera angle will be nearly right on the top of your heads! A weird but cool angle.



Long

Engage in battle with your opponent while watching it from a distance!



The round points can be set anywhere from first fall up to a whopping seven points!

Side-Stepping Attacks

Using the full 3-D effect, you can flip around any attack. Certain characters will flip to the side, while others will get in close!





With the PlayStation recently released, there needs to be a title that can really show off what this wonder of a game system can do. HS Toshinden does exactly that!

Takara has gone all out for this one! Featuring eight characters and two Bosses. (Both Bosses are also playable—see *EGM* #8 for the codes.) Unlike its obvious rival, Virtua Fighter, this title relies on very dynamic visuals, like fireballs, energy kicks and other improbable moves making HSTSD seem more like the fighting games that have been popular in the past combined with the technological feats displayed by VF. With side-stepping moves for full 3-D encompassment during battle, this game will go down in history as one of the coolest games to hit the PlayStation!

Virtua Fighter Vs. Toh Shin Den

Virtua Fighter was made utilizing actual martial arts so the game is more of a fighting simulation. Toh Shin Den (direct translation spelling), however, is made as a just-for-fun game. - *Mike Vallas*



HYPER SOLID

TOH SHIN DEN

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	Fighting	1 or 2	10	CD-ROM	Variable	None	Now-Japan	100%

*Manufacturer: Takara of Japan

*Developer: Teamsoft of Japan

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DON BLUTH'S

SPACE ACE®

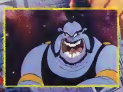
The evil Commander Borf has kidnapped Ace's girlfriend, the beautiful Kimberly, and is plotting to enslave the Earth by means of his dreaded "Infanto Ray", a weapon that changes everyone it blasts into a helpless baby.

Armed only with a laser gun, Ace must seek out and destroy the Infanto Ray, rescue Kimberly and save the Earth. All in a day's work for a superhero, right?

Featuring full screen animation and crisp, powerful sound from the original laser disc arcade classic, Space Ace plunges you into intense, non-stop action.

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Eiji Shonchuro

Eiji can be considered the Ryu of this game. He possesses fireball attacks, slide kicks and a spinning up-slash.



Fireball ↓ ↘ → + △ or □
UpSlash → ↓ ↘ + △ or □
D/Kick* ← ↙ ↓ + △ or □
Sliding Kick ↘ + ○ or ✕
Desperation: → ↘ ↓ ↙ ← ↙ ↓ ↘ → + △







Kayin Amph

The longtime friend of Eiji (a la Ken), Kayin has variations of Eiji's attacks and possesses a nasty split kick.



Fireball ↓ ↘ → + △ or □
UpSlash → ↓ ↘ + △ or □
F/Kick ↓ ↙ ← + ○ or ✕
A/Kick* ↓ ↙ ← + ○ or ✕
Desperation: → ↘ ↓ ↙ ← ↙ ↓ ↘ → + △







Sofia

This Russian beauty with a whip can spin like a ballerina for an attack, fires projectile rings and has a good range.



Fireball ↓ ↙ ← + △ or □
Spin → ↘ ↓ ↙ ← + △ or □
R/Whip ↓ ↘ → + △ or □
Lt. → ↘ ↓ ↙ ← ↓ △ □
Desperation Move: ↓ ← ↙ ↓ ← + △







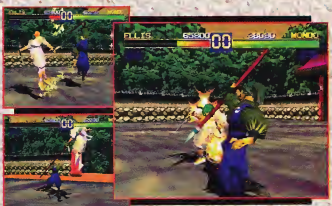
Mondo

"Mondo like spears!" This guy can spin his spear 360 degree for a shield and has the longest attack reach.



H.Spear* ↓ ↘ → + △ or □
Spin ← ↙ ↓ ↘ → + △ or □
U/Spin → ↓ ↘ + △ or □
L.Spear ↓ ↙ ← + △ or □
Desperation Move: ↓ ↘ → ↓ ↘ → ← + △





☆These moves can only be/also be preformed in the air







Run-Go Iron

A bulky American with an equally bulky, granite mace. Run-Go can kick up dust for a vicious projectile attack!



Dustball + △ or □
Charg. + △ or □
D.Up + △ or □
J. Shldr. + ○ or ✕
Desperation: + △







Fo Fai

This aging man with claws is fast and has a surprising reach. The Oh My move is the pic on the bottom left.



Bble.* + △ or □
A.Kick + ○ or ✕
D. Bble. + △ or □
Oh My! + ○
Desperation Move: + △







Ellis

This screaming 16-year-old may seem out of place, but she's tough with her knives and the Ribbon!



UpSlash + △ or □
A.Kick* + ○ or ✕
D.Slash* + △ or □
Ribbn. + ○ □
Desperation Move: + △







Duke B Rambert

This knight has no projectile attacks, but does move incredibly fast with his two-handed broad sword!



Sweep + △ or □
D.Slsh. + △ or □
D/Stab* + △ or □
Charge. + △ or □
Desperation Moves: + △



*These moves can only be/also be preformed in the air.







Gaia

This huge Shogun warrior monster can be easily considered the god of death! Armed with gigantic fireballs and an eight-shot fire spray—he's tough!











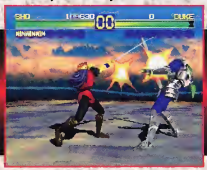


Sho Shinjo

The brother of Eiji has all the moves from both Kayin and Eiji. He is strong, fast and a worthy opponent! Defeat him and you'll learn your secret move.









THE SECRET MOVES OF SHO...







You'll Spend Weeks Trying To Conquer Sheltem.

(But Exploring His World Takes Much, Much Longer)





Might and Magic III is a Role-Playing Game in which you'll head up a team of six fighters consisting of thieves, wizards, clerics, barbarians and others in varying races including human, gnome, elf, dwarf, half-orc, and others. The huge size of the world with all its towns, dungeons, and powerful spells makes M&M III the ultimate quest for survival and domination.

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- **complete many mini-quests**

So start preparing yourself now for those mythological monsters who want to keep you from your mission, and remember...they don't like to lose!

FCI

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JAPAN

CHINESE FIGHTER

From overseas comes another great fighter for the Super Famicom, Chinese Fighter. Choose from 14 different characters, each with his/her special moves. CF has two different modes: Story Mode and Tournament. Couple that with outstanding graphics and sound and you have one great-looking fighter.





RYU

Ryu has a number of moves including variations on the ever-popular fireball and a flaming splits kick that packs a wallop.

THE GOOD GUYS





JACK

Jack has mastered the technique of throwing multiple fireballs. He also likes to knock his opponent to the ground with a foot sweep.

THE GOOD GUYS



MEET THE OPPOSITION!

The 12 fighters want to mop the floor with your hide. Can you defeat them?



FIGHT IN STRANGE LANDS!





CINEMAS EXPOSE THE PLOT!



In Story Mode, cinematic sequences pop up between battles to keep up with the story line. Some are short, others are long.

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	Fighting	1 or 2	12+	16	Variable	None	Now	100%

•Manufacturer: Culture Brain of Japan •Developer: Culture Brain of Japan

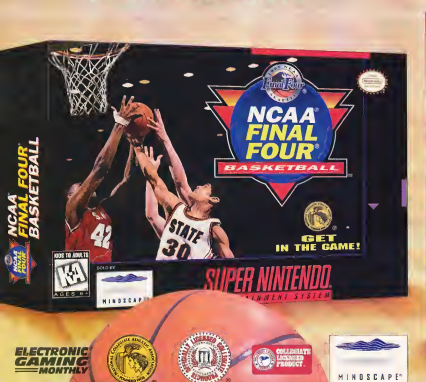
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Rules: 1. No Purchase Necessary. Must be resident of USA. 2. Fill out entry form, or a 3"x5" card with complete name, address and phone #. 3. Mail entry to FINAL FOUR Party Sweepstakes, P.O. Box 8067, Grand Rapids, MN 55745-8067. Entries must be received by 3/24/95. All entries must be postmarked legibly. Illegibly postmarked entries are not eligible. 4. Sponsor and Mindscape, Inc. employees, agents and their immediate families are not eligible. 5. Winners selected on 3/27/95 at random by Marden-Kane, Inc., an independent company not affiliated with the sponsor. 6. Odds of winning depend on the total number of entries received. 7. Prizes will be awarded to winners within 10 days of selection. 8. Grand Prize (1): NCAA FINAL FOUR® BASKETBALL game for Super NES or Sega Genesis. Value $60 ea. Winner will be required to submit a notarized affidavit of eligibility and release within 14 days of notification. If winner will be selected. 9. Prize Grand Prize (1): Sony 27" Color TV. Value $1,000 ea. 10. First Prize (10): NCAA Final Four Game. Choice of SNES or Genesis version. Value $60 ea. 11. Second Prize (25): NCAA Final Four Caps. Approx $10 ea. 12. All taxes are the responsibility of winner. 13. Void in Washington and where prohibited. 14. Employees and immediate family members of Mindscape, Inc., its affiliates, subsidiaries, distributors, retailers and other persons involved with this promotion are not eligible. Void in Puerto Rico and wherever prohibited by law. Subject to all federal and state laws. 15. Subject to official rules, for copy send SASE to: Sega Rules, Mindscape, PO Box 8067, Novato, CA 94948-8067. Rev. of VTA/WA, omit ret. postage.

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How to Enter: Complete the official entry form and mail your entry to **Throw A FINAL FOUR® Party!** Sweepstakes, P.O. Box 8067, Grand Rapids, MN 55745-8067.

Name _____ Phone _____

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☐ Super NES ☐ Sega Genesis

TRICKS OF THE TRADE

SEND TIPS

If you've found a cool new trick, write it down and send it in to:
Tricks of the Trade
1920 Highland Ave, Suite 222,
Lombard, IL 60148

Or you can e-mail us at:
Sendai@mcs.com.

WIN GAMES!

YOU CAN'T TEACH A TRICKMAN NEW TRICKS?!

It looks like our Trickman is never going to change the way he does things around here. First of all, that massive "white boat" he calls a car is still plugging along. (It's died many a time, but he keeps bringing it back). Second, there's a slew of PEZ dispensers all around his computer and he keeps getting more! Odd. But third and most important, he is always making sure to get the coolest tricks out to his loyal readers. Send your tricks in to:

Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, IL 60148.

Even though Terry will act abnormally at any given time, he'll award trick winners with their name in print and they'll get a *free* game for the system* of their choice!

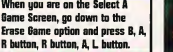
Rules: Rest we put in dry print to keep our lawyers happy and cruise eye contact. Sendai Publishing Group, Inc. is not responsible for the submission of similar or identical tricks, and is not obligated to award the game cards to those people who submit information that has already been printed or was previously touched by the staff of the magazine or any other official publication or media source. In the case of two identical tricks being submitted, the first trick received will be chosen as the winner. Limit one game per person per issue. Tricks may be printed in both publications (EGM and/or EGM²). However, the winner will receive only one prize for the edited trick. You must print your name and address on the actual letter for us to give you credit. Tricks returned or not picked by players using the computer online services must contain the player's full name, address, sticks, and zip code in order to be eligible for the free game. Computer online addresses are ineligible. You can e-Mail us at Sendai@mcs.com. Final selection of games is up to us.
* The silkeworks game systems are: NES, Game Boy, Game NES, Genesis, Sega CD, Sub, Lynx, Game Gear, SNS, TG-16, Philips CD-I and Jaguar. Void where prohibited by law.

DONKEY KONG COUNTRY

SUPER NES	NINTENDO

The BARRAL Code

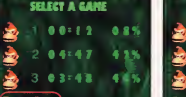
When you are on the Select A Game Screen, go down to the Erase Game option and press B, A, R button, R button, A, L button.



This killer trick will give you 50 lives right away, and you can use it at any point that you saved in the game! To do this, go to the Select A Game screen and go down to the Erase Game option. Now, take pad one and press B, A, R button, R button, A, L button. (The BARRAL code). Now, move up to a saved game and choose it. You can now start in the level you left off with 50 lives!

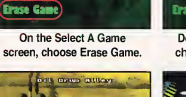
Burt Fields; Little Rock, CA

TRICK OF THE MONTH

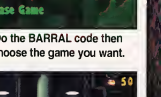


On the Select A Game screen, choose Erase Game.

Do the BARRAL code then choose the game you want.



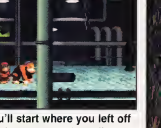
Start the game at your last save point. Go to a stage.



You'll start where you left off with an automatic 50 lives!

WIN AN AWESOME CONTROLLER FROM STD AND *EGM*!

Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAM-PAD or SGPROGRAMPAD-2! We're looking for the Trick of the Month to put on the first page of Tricks of the Trade. If you send us an awesome trick, code, cheat, etc., that we haven't found, you are eligible to win the Trick of the Month! If you win, you'll get your name in print, the STD controller and a free game for the (allowable) system of your choice! Contests like this come only from the Biggest and Best Video Game Mag, *EGM*!



OFFICIAL RULES AND CONDITIONS 1 *No Purchase Necessary.* No purchase or payment of any money is necessary to enter. To enter the contest, print your name and address (including your city, state, and zip code) in a letter containing your best codes and mail it to: Tricks of the Trade, Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois, 60148. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by March 15, 1995. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage due, or misdirected entries. Sendai Publishing reserves the right to cancel the contest at any time with appropriate notice. 2 *Winners.* Winners will be judged based on their code's uniqueness, novelty, accuracy, and interest. Winners will be notified by mail and must agree to the use of their name and likeness for publicity purposes by Sponsors and their affiliates, without additional compensation. All entries and copyrights therein become the property of Sendai Publishing Group and will not be acknowledged or returned. By entering, winners agree to be bound by the rules of the contest and judges' final decisions. 3 *Prizes.* Each Winner shall be awarded one of the following prizes: (1) SNPROPAD; (2) SGPROPAD-6; (3) SNPROGRAMPAD or (4) SGPROGRAMPAD-2. All prizes not claimed by a Prize/Winner within thirty (30) days following notification by Sponsors shall be deemed forfeited and shall not be awarded. Prize/Winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. 4 *Eligibility.* Sweepstakes open to residents worldwide. Prize/Winners shall be notified by mail and must agree to the use of their name and likeness for publicity purposes by Sponsors and sign a release. Employees of Sponsors and their affiliates are not eligible. Neither Sendai Publishing Group, Inc. or STD Entertainment, or their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes, or other expenses that consumers might incur as a result of this contest or receipt of prize. All local, state and federal taxes are the sole responsibility of the Prize/Winners. If Prize/Winners are under 18 years of age, the prizes will be awarded to the parent or guardian and the release shall be signed by the parent or guardian (if applicable). 5 *Restrictions.* Void where prohibited or restricted by law. All federal, state and local regulations apply. 6 *Sponsor.* Contest sponsored by Sendai Publishing Group, Inc. and STD Entertainment (USA), Inc. Copyright © 1994 Sendai Publishing Group, Inc. SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, and SGPROGRAMPAD-2 are all trademarks of STD Entertainment (USA), Inc.

ALIENS HAVE EXPERIMENTED ON YOUR BODY.

THEY'VE DISMANTLED YOUR SHIP.

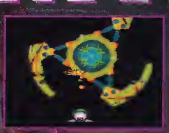
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- **Two stages of play in every level — intense hand-to-hand ground combat and wickedly swift space warfare.**
- **Force fields, sliding floors and conveyor belts complicate every move.**

METAL MORPH





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CHEAT SHEET

Way of the Warrior Universal Interactive/3DO

New Character Poses

When the Main Menu appears, go down to the Arena selection and choose the Lava Pit. Next, go to the Player Mode Selection and choose Versus Mode. This trick works if you are Nobunaga, Dragon or Crimson Glory. So, choose any one of these characters for player one and any other character for the second player. Let the first player win one fight and the second player win the next. This will bring you to the third round where the bridges around the Lava Pit are removed. When the third round starts, have player one walk toward player two and move him/her backward in the process. Player two will then fall into the pit and end the round. It is important that neither player kicks or punches the other, and the trick must be done within the first few seconds of the third round. Here are the results when you reach the continue screen:

Nobunaga: He wears mirrored shades, faces the screen and smiles at you.

Dragon: He wears dark shades and says, "Internet users have no life."

Crimson Glory: She just faces you and sticks her tongue out!

James B. Jones
Beumont, TX

Super Street Fighter II Turbo

3DO	Panasonic

Play as Akuma in Versus Mode

On the Versus Battle Screen, choose your speed and hold all six of your controller buttons for both players.

POWER TRIP

To select Akuma in the VS. Mode of the game, choose Versus Battle from the Title Screen. On the Versus Battle Screen, choose your preferred speed setting. Now, press and hold all six buttons simultaneously (P, A, B, C, L button, R button). If you picked your character first, keep holding these buttons



Choose your speed on this screen then do the trick.



Hold the six buttons while your opponent does the same.

until the second player makes his/her choice. If the second player wants to be Akuma, he/she will have to press all six buttons too. You'll see the shadow of Akuma replace your current characters if it worked correctly. Both players can fight with this secret character!

Richard A. Cosner Jr.
Bethlehem, PA



You can now match up with the most fearsome warrior!

Pac-Man 2: The New Adventures

Super NES	Namco

Time Trial Mode

On the Password Screen, enter the code: TRLMDPW. You can now have access to four time trial stages.

POWER TRIP

At the Title Screen, press START and move down to the Password Option. Here, you must enter the following code with the B button:

TRLMDPW

Four Time Trial challenges will be set before you. Get coins and beat your time!

Kenneth Hallman;
Panama City, FL



You will access a Time Trial Stage Selection Screen!

Pitfall: The Mayan Adventure

Genesis	Activision

The BADCRAB code

At the Title Screen, take pad one and press B, A, DOWN, C, RIGHT, A, B. This will send you into the tomb.

POWER TRIP

This trick will send you into the tomb where memorization is the key to getting out! At the Title Screen, press B, A, DOWN, C, RIGHT, A, B. When you're in the tomb, just press the corresponding buttons to break the combination code and free yourself from impending death!



Repeat the combination to get out before it's too late!

NBA Live '95

Genesis	Electronic Arts

Freeze the Game and Practice

Practice your basketball shooting skills by holding A and pressing START when you have the ball.

POWER TRIP

Start a game, get the ball, press and hold button A and then press START. You have now frozen all of the other players. Practice making baskets and a box will appear in the upper left corner that will tell you the shot percentage. To end this mode, just hold button A and press START.

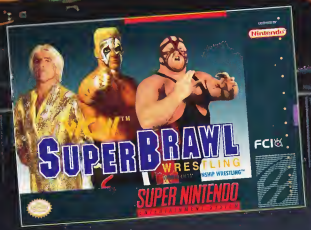


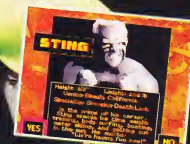
Hold A and press START to freeze everyone.

SLAMMIN'











Step into the ring with the WCW's best! Dozens of classic moves plus signature moves make this the most realistic action you'll find outside the square circle.

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CHEAT SHEET

Samurai Shodown II SNK/Neo•Geo

Blood Code

This great new fighting cart will be even better with the real blood back in! To do this, just go into the Options and highlight the word, Exit. Now, press buttons A, B, C and D simultaneously on the first controller. Go into your game and hit your opponent with a strong slash. You'll see the blood fly!

Virtua Racing Deluxe Sega/32X

Knuckles Sign

In Sand Park Zone, you must turn your car around and drive the wrong way around the whole track. When you come up to one of the forks in the road, there will be a large yellow sign with the word, KNUCKLES written on it! Drive slowly around the forks in the road so you don't miss the sign.

Interesting Glitch

This is in Bay Bridge Zone. Just before you finish the lap and you are in the enclosed area (wall), turn hard to your right and you can go a totally different way. Turn right again on this alternate route and you will drive into a huge, gray field. The route and field are best seen with the view that is farthest away from the car.

Jack Bernard
West Vancouver, Canada

WAY OF THE WARRIOR

3DO	UNIVERSAL INTERACTIVE

Secret Characters and Stages

In the game's options, choose Names and enter the right information for each character and special stage.

POWER TRIP

After you start the game, go to the Options and move down to Names. Now, enter the name, month, day and year for each character and special stage. Listed here and underlined is the information you need to know to get these new characters and stages for the game.

-Characters-

Gulab Jamun:
Gulab, February 29, 1900
Black Dragon:
Wyvern, March 9, 1927
Major Trouble:
Bad Boy, February 4, 1908
Voodoo:
Evil, June 6, 1966

-Stages-

Garden Stage:
Taj Mahal, January 1, 1901
Turbo World:



At the Names Entry Screen put in the correct information.



The secret characters will be located on the lower right.



Both players can choose the secret character, Gulab Jamun!



There are black-and-white versions of many characters.



In Turbo World, there's no floor and everything is fast!

Speed, August 8, 1980
Alley Fight:



In the Alley, the life bar is a Tug-of-War versus fight.

Tugawar, April 16, 1964

RISE OF THE ROBOTS

SUPER NES	ACCLAIM

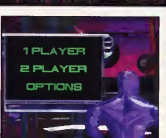
Play as the Supervisor

From the Options Screen, press UP, RIGHT, DOWN, LEFT, Y. Go to One or Two-player Mode to fight or play Supervisor.

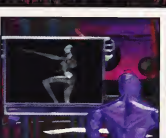
POWER TRIP

This code will allow you to choose the Supervisor in Training or Two-player Combat Mode. Go to the Options Menu. There, press UP, RIGHT, DOWN, LEFT, Y. In the One-player Mode, you can choose to fight the Supervisor in Training. In Two-player Mode, the second player can control the Supervisor!

Bryan Pryor; Dade City, FL



Do the code here. Pick one or two players.



In Training or Two-player Mode, fight or *be* Supervisor.



Melt to gain back energy. Move: DOWN, AWAY, UP.



The Horse Kick is powerful! Move: DOWN, TOWARD, UP.

Note: This trick was done on a pre-production version of the game. The trick may or may not work on the production version.

NOTHING, NOTHING CAN PREPARE YOUR 32X.



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Acclaim entertainment inc.

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TRICKS OF THE TRADE

CHEAT SHEET

Uniracers
Nintendo/Super NES

Better Medals

This trick only works if you have a bronze medal in the tour you play. When you select the tour, move the dancing arrow under the fifth track to the medal for which you are racing (which will be silver or gold). Press the A or B button to cycle to the bronze medal. Then select a course to race. The Match Screen will show you, racing Bronzen, the bronze unicycle. Continue to race against him. Once you've beaten all five tracks, the cinema that shows you won the medal will appear, but you will get the silver/gold medal instead of the bronze. This will not work for the stunt tracks. The number of points needed to win will be the same as if you had raced Sylvia or Goldie (the silver and gold unicycles).

J.M. Adams; Beaverton, OR

Donkey Kong Country
Nintendo/Super NES

Warp to Orang-utan-Gang

First, you must beat Jungle Hijinx (the first level of the game). Kill off Diddy in the level and exit with only Donkey Kong. Once you beat it and are walking down to Ropey Rampage, rapidly press RIGHT on the control pad and the B button. This will warp you automatically to the Orang-utan-Gang level!

SAMURAI SHODOWN

3DO	CRYSTAL DYNAMICS

Same Colored Opponents

Follow the instructions below to become the same color as your computer opponent. It's hard to tell which one you are.

POWER TRIP



When you start the game, join in with the second controller.



Do the rest of what it says in the trick, and kill player two.

Start a one-player game with anyone. When the match starts, join in with controller two and pick the player that the computer was using. Take the second player and kill off the first player. Wait for time to run out on the Continue Screen and you'll go back to a one-player game. When the match starts, join in with controller one and again, pick the same character that the computer was using. Kill off the second player and go back to fighting the computer. The computer and your character will now be the same color. It's tricky, so be careful.

Steve Rife; Glenwood, WV



Go back to fighting the computer —you're the same!

COSMIC CARNAGE

32X	SEGA

Perform Fatal Moves

Simply do one of your character's special moves when his/her life bar is very low to get decapitations, etc.

POWER TRIP

The instruction manual doesn't say anything about ultra-gory fatal moves in this game, but it has them! Simply get your opponent's life bar down until he/she has just a little bit of energy left. Then, perform one of your character's special attacks. Blood galore!

Raymond Gardner; St. Louis, MO



Perform gory fatalities such as this with a special move!

DONKEY KONG COUNTRY

SUPER NES	NINTENDO

The DARBY DAYS Code

On the Select A Game Screen, move to Erase Game and press DOWN, A, R, B, Y, DOWN, A, Y. Then press SELECT.

POWER TRIP

This trick will allow you to listen to all of the music in the game. On the Select A Game Screen, move down to Erase Game and press DOWN, A, R button, B, Y, DOWN, A, Y. You will hear a confirming tone if it worked. Now, press the SELECT button each time you want to hear a new song!



Move to Erase Game and do the code to hear the songs!

WAY OF THE WARRIOR

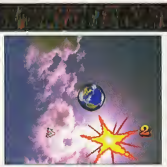
3DO	UNIVERSAL INTERACTIVE

Secret Space Game

Player 2 must first choose a character, hold DOWN-RIGHT, A, B, C, P. Player 1 holds UP-LEFT, L, R, and presses P.

POWER TRIP

To get a weird space game (like Combat on the Atari 2600) in Way of the Warrior is kind of tricky. At Options, go to Versus Mode. Player two must select his/her character and then hold diagonally DOWN-RIGHT, A, B, C and P. While holding these, player one should hold diagonally UP-LEFT,



L and R shift keys, then button P for two-player action!

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SPECIAL FEATURE!



SEGA AND SONY ANNOUNCE THEIR 32-BIT SYSTEMS FOR THE U.S.

At the recent Winter Consumer Electronics Show a few minor announcements were made and Sony took a few jabs at and played a few pranks on Sega.

This year, coincidentally or not, the two companies stayed at the same hotel, the Alexis Park in the heart of Las Vegas. Sega representatives have stayed at the Alexis Park for years, and every year they have put a five-foot, inflatable Sonic outside of the hotel's entrance. This year it seems that the Sony people deflated Sonic and threw him into the pool. Turnabout is fair play, so Sega switched Sony's "PSX Welcomes Sega" balloons to read, "Play Sega 32X."

At the show itself, however, Sony didn't showcase anything that the media hadn't seen before. Company spokespeople made a short speech and showed off their PSX unit with Ridge Racer and Toshinden playing on big screens.

Sega, on the other hand, still isn't talking Sega Saturn, although they did show it off at their press conference and beamed about how well the unit is selling in Japan.

With both companies ready to wage war, the key will be pack-ins. Rumor has it that the competition will be hot.

In other PlayStation and Sega Saturn news, Acclaim announced that they intend to enter into joint ventures with Sony.

"Sony has created a powerful hardware system and Acclaim plans to support it with compelling, high-profile titles," said Robert Holmes, president of Acclaim. "We are excited about publishing software for Sony's home gaming system and broadening our library to include a new generation of interactive entertainment enthusiasts."

Acclaim currently has



several PlayStation titles in development, including Frank Thomas "Big Hurt" Baseball, Alien Trilogy and Batman Forever.

All three titles will incorporate Acclaim's award-winning, motion-capture technology, taking full advantage of the PlayStation's technological capabilities.

"We are pleased to have one of the leading independent interactive entertainment software publishers as one of the first companies to produce software for the PlayStation," said Steve Race, president of Sony Computer



Entertainment.

Sony also announced that they have signed licensing agreements with more than 100 U.S. third-party publishers and developers to make games for the CD-based PlayStation.

"We've had an overwhelming response from the third-party community, with publishers and developers eager to showcase their creative and technological talents on what will be the superior entertainment technology available on the market," said Race. "These include the industry's strongest publishers, and we are working closely with companies such as Acclaim, Lucas Arts, Crystal Dynamics and Electronic Arts. Together with our growing family of licensees, we will launch an extensive library of U.S. software that will help make PlayStation the game system of choice."

In Japan, 290 licensees have signed agreements with Sony and more than 200 titles are currently under development. There are 19 titles already available in Japan, including Namco's popular arcade game Ridge Racer and Parodius from Konami.

Other popular Japanese licensees include Capcom and Bandai.

"We anticipate that many of the existing Japanese and European licensees, as well as other leading, third-party American publishers will come onboard to develop software for the



PlayStation here in the U.S.," Race added.

Some of the PlayStation licensees include Acclaim Entertainment Inc., Activision Studios, American Laser Games, Boss Game Studios, Core Design, Crystal Dynamics, Data East, Electro Brain, Fox Electronic GameTek Inc., Jaleco USA, JVC Musical Industries, Kronos, LucasArts Entertainment, Psygnosis, Radical Entertainment, ReadySoft Incorporated, Sony Imagesoft Inc., Spectrum Holobyte/ Microprose, Takara USA Corporation, T*HQ Software,



Shown is the U.S. black Saturn.



VIACOM International, Vic Tokai, Virgin Games/Virgin Interactive Entertainment and Williams.

The list for the Sega Saturn licensees promises to be at least as long. Sega of America is concentrating on the 32X and their other systems, and hasn't released their official U.S. licensee list yet.

Sega made some very interesting announcements of their own regarding the Sega Saturn at the Winter CES.

A color change is expected when it comes to the U.S. The grey-colored Japanese Saturn will be black when it is released here. Sega also announced that they have a letter of intent from Microsoft Corp. that names SOFTIMAGE 3D as the official 3-D



development tool for the Sega Saturn platform. According to the terms, Microsoft intends to enhance significantly its popular SOFTIMAGE 3D animation software for the Sega Saturn by providing a SOFTIMAGE toolkit for the



PlayStation



various environments, such as game environments.

Sega Saturn platform. In turn, Sega has agreed to purchase a substantial number of licenses for the toolkit and to include the toolkit in Sega's official Sega Saturn development package offered to independent Sega Saturn game developers.

"We selected SOFTIMAGE 3D after evaluating the other major 3-D products on the market," said Yu Suzuki, director of Sega's amusement software research and development headquarters. "Sega has used SOFTIMAGE tools for all of our amusement games for a number of years. SOFTIMAGE 3D offers a shorter learning curve and higher productivity while delivering top-quality results." SOFTIMAGE 3D is a collection of intuitive, integrated tools for creating, animating and rendering three-dimensional imagery. It is recognized by game developers for its industry-leading motion-capture technology. The motion-action module offered in SOFTIMAGE 3D enables animators to capture and reproduce the natural motions of people and other live-action models—a key requirement in today's most popular games.

The announcement demonstrates Microsoft's commitment to providing tools that enable developers to tailor their content-production processes and deployment to

The SOFTIMAGE toolkit for the Sega Saturn will incorporate a set of extensions to SOFTIMAGE 3D, including Sega Saturn file-output filters that make it easier to move images from SOFTIMAGE animation software to the game-platform format, a 2-D paint retoucher to paint surfaces interactively and see results in 3-D (resulting in better-looking 3-D objects), an advanced, interactive color-reduction tool that allows users to switch from 24-Bit space to an appropriate number of bit planes supported on the target platform, a Sega Saturn file format online viewer to quickly preview models created using SOFTIMAGE 3D in the Sega Saturn file format and enhanced UV texture mapping for memory-efficient representation of textures.

SEGA SATURN AND QSOUND

In another bit of convention news, Sega and QSound Labs announced details of an agreement that brings patented QSound technology to Sega's next generation of video game machines, the Genesis 32X and the Sega Saturn, that will be available in the U.S. during late summer early fall of this year.



"QSound is a great feature [that allows] software developers to enhance the game play experience with a full range of three-dimensional sound," said Joe Miller, senior vice president of product development for Sega. "QSound will allow Sega Saturn developers to work out a completely interactive experience."

According to David Gallagher, president of QSound Labs, "the extension of our alliance with Sega of America and our introduction into the Japanese home video game market affirms QSound's ability to provide the most innovative sound placement technology demanded by today's industry leaders."

With the announcements out of the way, it's pack-in time. Some are suggesting Mortal Kombat III and a sampler will be packed-in with the PlayStation, and Daytona and Virtua Fighter will be in with the Sega Saturn.

The Saturn and PlayStation information is flowing like someone turned on a tap, so stay tuned to *EGM* and *EGM²* for the latest info.



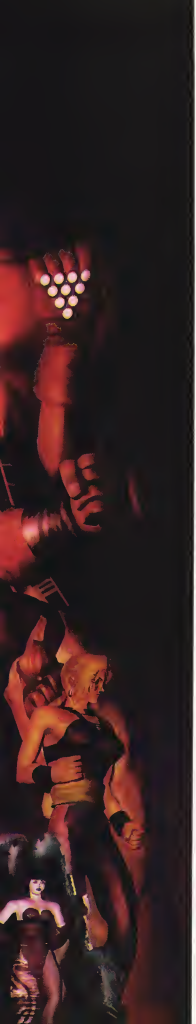


SEGA SATURN™



TEKKEN

Namco's latest arcade fighting game, this one plunges the player into the realm of polygon-rendered virtua reality.



FUTURE FIGHTS

A LOOKING GLASS INTO TOMORROW'S FIGHTING GAMES

With the ever-changing fighting genre, the stakes may be higher now than ever. Gone are the days when fighting games released by a particular company could assuredly draw huge crowds and large sums of money. Today's arcade's quarter-eating fighters are more violent and more graphically advanced than before. Is the genre grabbing at the "shock factor" to reel in gamers, or is it turning the corner to a new dimension of gaming?

For now, the undisputed king at the arcades is Killer Instinct, the latest fighting game from the unlikely duo of Nintendo and Midway. (At least it is the king until Mortal Kombat III arrives.) Arcade fighting games have come a long way from the days of Ken and Ryu and the Dragon Punch: Video game graphics improved drastically as did techniques of the individual fighting characters themselves. Weapons also entered the scene in SNK's Samurai Shodown and Strata's Blood Storm. Prehistoric dinosaurs did battle to see who would rule the Earth in Time Warner's Primal Rage. Virtua reality entered the arena with Sega's Virtua Fighter and Namco's Tekken. These titles offered a different kind of fighting style, with a distinct method of game play and move execution. Blood, used only sparingly before, now fills the screen with the phrase "You Win" changed to "Finish Him," "Fatality," "Ultra Combo," "Babality" and other 'finishing' expressions. Street Fighter stayed at part II and never reached III—despite four upgrades including new fighters, improved graphics and faster game play. The eye-popping four-hit combos of yesterday seem like child's play compared to today's 37-hit "ultra" combos.



But is the challenge still there, or is it now simply a matter of playing the waiting game? Wait for your opponent to make the first move and then he's yours—just execute your super combo and he or she is finished? Are today's fighting games as enjoyable, or do they rely more on flashy graphics and shock elements like fatalities? Where is the fighting genre heading?



ABOVE ARTWORK IS FROM TOSHINDEN FOR THE PLAYSTATION.



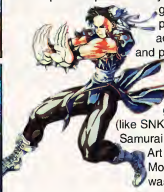






TOO MANY SEQUELS?

The best way to look at the future of fighting games is to look at the present status. Most of the game makers know the best way to capitalize on a current success: Build on it! The same holds true for any medium: movies, books, television, etc. Take a successful idea and improve it, rework it, correct mistakes made the first time around. Mortal Kombat II is the best recent example of this phenomenon: This sequel took the first game to new heights and made its first outing look like an antique. It improved everything (better graphics, sound, play control) and added new moves and playable fighters. While this had been done with other game sequels (like SNK's Fatal Fury 2, Samurai Shodown II and Art of Fighting 2), Mortal Kombat II was a runaway smash success and quickly became the crowd-gatherer and quarter-cruncher of arcades across the country. Besides the excellent technical aspects of the game, something else was also readily apparent: the violence factor. MK II also topped its predecessor in the blood and fatalities department. This game has several finishing, fatality moves, adding to the replay factor of the game. Rumors of finishing moves popped up everywhere: Nudalities and animalities were a few of the finishing moves people claimed existed, but in fact never did. One other aspect was the hidden fighter. Where Mortal Kombat had one hidden fighter (Reptile), the second one had three and the antique video game Pong also inside. The game was loaded with hidden moves for each character, too. The same pattern is again present in Killer Instinct: The fighters are loaded with moves and there are other hidden aspects that should surface in the upcoming months.



THE VIRTUA FACTOR

Not to say Killer Instinct and Mortal Kombat are the only games in town—other sub-genres in the fighting game category have also appeared. One of these is the "virtua" fighting game. The first truly popular entry was Sega's Virtua Fighter. Using fully-rendered polygon graphics, Sega took the look of their popular racing game Virtua Racing and threw it into the fighting arena. The layout and presentation was a bit different as well: Instead of a side-view of the fighters, the camera zoomed around them, from the sides, top, close-ups, long shots—the camera was everywhere but still allowed the player to be in complete control of his or her character. The play movements were also slightly different as it relied on other joystick





The recent trend (from top): Killer Instinct, Toshinden, Tekken, Primal Rage and Virtua Fighter 2.

FROM VIDEO SCREEN TO SILVER SCREEN

Does It Always Work?

The more recent development: going from the video screen to the silver screen. Video games making this leap have yet to make their mark—remember *Super Mario Bros.* the movie? *Street Fighter the Movie* failed to set box office records, however Mortal Kombat the movie does look promising. One of the problems with such a leap is the material available: Is it reasonable (or even realistic) to put the outlandish storyline of a video game into a Hollywood screenplay? Furthermore, can the producers hit the target younger audience while still keeping in line with the games' predominantly violent themes (Mortal Kombat especially) without being branded with the dreaded "R" rating? Granted, it is easier on the animation side: The full-length animated feature versions of Fatal Fury and Street Fighter did their game counterparts justice (because with animation anything goes), while the live-action feature of the latter received decidedly mixed reviews from fans of the game.

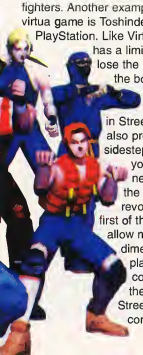


MORTAL KOMBAT: Moody and atmospheric, Mortal Kombat appears to have the dark theme of the popular game. But will it be so violent that the ratings board will keep its target audience out of the movie theater?



STREET FIGHTER: Despite a strong cast (including Ming-Na-Wen, Jean-Claude Van Damme, Wes Studi and the late Raul Julia), *Street Fighter the Movie* failed to make waves. Did the producers take on the wrong subject?

movement than the traditional 45-degree-movement toward your opponent on the joystick and press the punch button configuration. This game relied less (if at all) on the blood and fatality factors than on solid game play. Virtua Fighter 2 retains all the same qualities, but has better graphics and more fighters. Another example of this type of virtua game is Toshinden for the Sony PlayStation. Like Virtua Fighter, Toshinden has a limited battle area (you lose the match if you exceed the boundaries), but the fighters' moves are executed the same as in Street Fighter. Toshinden also provides a cartwheel sidestep feature that allows you to avoid an opponent and sneak in from the side. This in itself is revolutionary as it is the first of the 32-Bit games to allow movement in the third dimension. Incredibly playable, Toshinden combines the best of the virtua world with the Street Fighter move configuration.



DOWN BUT NOT OUT

Of course, never count out the old reliable genre entries that once dominated the arcades. First and foremost is Street Fighter. The last entry was Super Street Fighter II Turbo, that many said should have been called Street Fighter III. The next scheduled Street Fighter game will be based on the movie and will use live, digitized characters the way Mortal Kombat does. Will it count as a sequel, or will it simply be an upgrade to tide fans over until the next official entry? Another Capcom fighter, DarkStalkers, had several characters who had the same special moves as the SF characters, only a different look. Although it sported superb graphics and creative fighters, DarkStalkers failed to wow crowds at the arcade and left gamers asking where Street Fighter III was. It remains to be seen whether the upcoming X-Men arcade fighting game will use the same old elements as Street Fighter with a different face, or if it will truly redefine the genre.



Sequel Successes:
Samurai Shodown II lined up patrons at the arcades with new graphics, fighters, more moves and hidden fighters.

SPECIAL FEATURE!

VIRTUAL BOY EXPOSED

Get a good look at this head unit. If Nintendo's wishes come true, this will be strapped to the heads of gamers across the country. It's the headset to Nintendo's newest system, the Virtual Boy. On these pages are sneak previews of games confirmed to be released in the U.S. for this 3-D, virtual-reality system from the big N.



SEVERAL VIRTUAL BOY GAMES CONFIRMED FOR U.S. RELEASE

At the Winter CES, we had a chance to peek at Nintendo's newest "portable" system, the Virtual Boy. In addition, we got our hands on some pix of the games confirmed for release in the U.S. Everything is beta at this point, but there was still plenty to see and hence, plenty for us to show you.

This newest system by the Big N will definitely be breaking new ground with three-dimensional scaling and rotational graphics coming from a high-tech, projectional LCD visor.

Its specifications are a tad sketchy, but we do know that it will be true 3-D (as opposed to 3-D-like effects produced on other systems), 32-Bit and feature true stereo (not just two speakers producing the same sounds). Its controller is bound to remind you of the PlayStation's wing-style, hand-held control unit. There are a variety of buttons, among them those that control "toward and away from you" on the back of the controller.

The graphics were very impressive, and the sound was excellent. This unit will definitely raise some eyebrows once it hits the States, sometime in April for around $200.

Its portability is questionable. Although it does run on six AA batteries (for about seven hours), its large size and cumbersome weight will limit the number of people who will be willing to lug this thing around.

At CES, there were some games on display, among them are the ones shown on these pages. Below, you can see the demo that was running. It showed some of the power the Virtual Boy has in terms of graphics in 3-D.

Among the titles confirmed for release were Red Alert by T+E Soft, an unnamed space shooter by Hudson Soft, Space Pinball, Mario Bros. and Teleroboxer by Nintendo.

Look at some of the pictures on the next page to get an idea of what these games will look like. (Of course, on paper they are only 2-D, in actuality they are in very impressive 3-D).

How It Looks

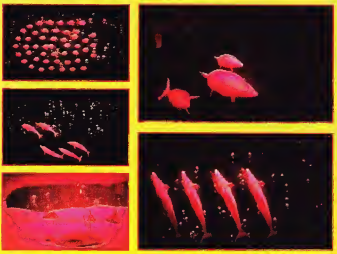
We're close to those virtual-reality units you see in the movies. The Virtual Boy is somewhat cumbersome to strap onto your head, so it is designed to rest on a tripod for you to lean into the visor and play. Technically speaking, it is portable, but due to the odd shape and weight of the unit, it is yet to be seen how practical such a product is. The controller is very PlayStation-like and has special buttons for depth control.





VIRTUAL BOY DEMO

Nintendo displayed a demo that showed the power and realism of the Virtual Boy.

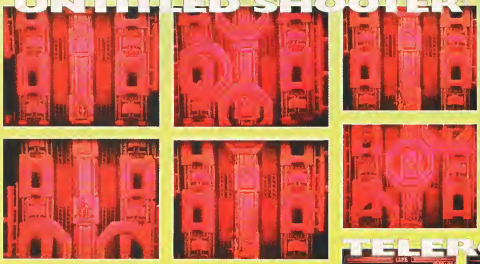


MARIO BROTHERS



Yes, every new Nintendo system has to have a Mario game as a sendoff. Virtual Boy gets a 3-D remake of the original title involving Mario and his faithful brother Luigi. Why not Super Mario Brothers, or something other than the original Mario Brothers? Who knows? This would seem to be a risky move on Nintendo's part, but maybe it's worth it in 3-D.

UNTITLED SHOOTER



This title, although pretty raw now, looks very promising. It uses much of the Virtual Boy's 3-D power.

VIRTUAL BOY GAMES SCHEDULED FOR RELEASE IN THE U.S.

All of the games on this page will soon be released for Nintendo's newest portable, the Virtual Boy. Take a look at some of these screen grabs (although only 2-D), and try to get a feel for the power this system has!

TELEROBOXER



Hmm, better than Virtual Fighter? This one's by Nintendo.



RED ALARM





This sure-to-be-hot title is soon to emerge from T+E Soft. From what we could see, this is one of the more impressive games scheduled to be released in the U.S. for the Virtual Boy.

SPACE PINBALL



This hot title has some cool depth effects, also from Nintendo.





*Tentative Title—as yet unnamed by Hudson Soft



SEGA GOES PRIME-TIME WITH DEION





Sega's going primetime with the 49ers' star cornerback, NFL defensive player of the year and Cincinnati Reds center fielder Deion Sanders.

Sega and Sanders have entered into an exclusive multiyear relationship that will result in Sanders' endorsement of a wide variety of sports-related products for Sega.

At a press conference, Sega announced that Sanders will be the official spokesperson for the Sega Sports brand and also star in Sega's NFL video game series beginning this fall. In addition, Sega Sports will create new software titles specifically designed around the popular athlete.

At the recent Winter Consumer Electronics Show the Cowboy was on fire and didn't miss a sports news event as he took pictures of Deion Sanders and Sega's President Tom Kalinske putting on bandannas (Deion's signature headwear). In the next few months, get ready as the Cowboy and the Iceman go one-on-one with Deion to talk about his relationship with Sega.

At the Acclaim booth, Larry Bird was signing autographs. However, Bird was too busy to speak with the press.

In NBA Jam Tournament Edition Larry Bird is one of the hidden characters, as is Randal Cunningham, quarterback for the Philadelphia Eagles.

In our travels we also caught a glimpse of the Denver Bronco's all-star quarterback John Elway. He's in Acclaim's Quarterback Club coming out shortly for the 32X.

We even had a chance to chat with him and ask him what he was doing at the show. I thought he might have been there making a surprise appearance at the Acclaim booth, but as it turned out he was just on vacation with his wife. He was enjoying a late-night snack of a Caesar salad in the Riveria cafeteria. I guess he's watching his QB Club figure.







Elway may not have stopped by the show, but the World Wrestling Federation's Gunn Brothers, Billy and Bart Gunn, stopped by the Acclaim booth to sign a few autographs.

The boys aren't in WWF Raw but rumor has it they will be gunning for the top rope in the not-too-distant future. They will be starring in their own WWF wrestling extravaganza from Acclaim. There were lots of very cool sports games at the big show, including a fantastic hockey game that will have Wayne Gretzky's name on it from Time Warner.

Talking to Sushi-X and the Q-Mann, there are also a number of excellent games coming out for the 32- and 64-Bit systems from some big-name companies.

Acclaim is going to put the Big Hurt (Frank Thomas) in his own game featuring motion-capture technology. The new game will be ready when the PlayStation and Saturn are released. Acclaim is even planning a version for Nintendo's Ultra 64.

Besides the CES games, it's a light month on the sporting scene. Just think of it as the calm before the storm. Several companies are making sports games due out later this year.

Sega's stepping up to the plate again with World Series Baseball '95. The only thing missing from this game is the smell of the hot dogs, kids crying and fans spilling beer on each other ... it's that good.

We'll also take to the ice with the first Game Gear hockey game ever made. It has all of the fast-paced action that you would expect. Sega Midwest handled the play-by-play on this game for Sega Sports.

Mindscape is hoping you go for the three-point shot in NCAA Final Four Basketball for the Super NES. It's a solid game with an awesome free-throw feature. You'll want to foul anyone in your path when they go up for the shot, so you can view the free-throw cinema in action.

The Cowboy and I are also doing a little spring cleaning in the review department and we've got an entire page of reviews on some excellent games.

We're reviewing Acclaim's Quarterback Club for the Super NES and the Sega Genesis. If you loved these games, get ready for the 32X version of QB Club plus a whole lot more.

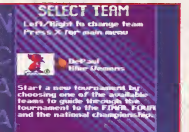
Stay tuned next issue when Team EGM brings you more sports information. Until then, stay warm and keep on playing, just not blackjack. But if you do, and the dealer comes up with three 21s in a row, know when to hold them and know when to fold 'em when the dealing's done.





MANUFACTURER
MINDSCAPE
CARTRIDGE SIZE
12 MEG
RELEASE DATE
MARCH
OF PLAYERS
1 TO 5

TAKE IT TO THE NET WITH NCAA FINAL FOUR



If you enjoy taking it to the hoop with your favorite college basketball team, then this is a game you should check out.

NCAA Final Four is a great game for budding basketball players. The animations aren't huge, but you can inbound the ball and guard the three-point shooters with ease.



It brings board-crashing action home and the incredible new free-throw animation will add realism to the game.

Players can tip-off in an Exhibition, Tournament or Practice Mode as you make your way to the Final Four.

The top college teams of the last decade are included: Tennessee, Cincinnati, Maryland, Michigan State, Alabama, Florida State, Arkansas, BYU, Arizona, South Carolina, New Mexico State, Seton Hall, Virginia, Georgia Tech, Pitt, Temple, Kansas State, UCLA , Louisville, DePaul, Vanderbilt, Providence, Stanford, Wisconsin, Clemson, UNLV, Florida, Georgia, Pitt, Wake Forest, Villanova, Syracuse, California, Hawaii, Duke, Wake Forest, Notre Dame, Illinois, Indiana, Oklahoma, St. John's, Rutgers, UTEP, North Carolina, Iowa, Ohio State, Oklahoma State, Georgetown, Memphis, Texas and Massachussets.



There's plenty of slam dunking action to keep you busy as you work your way to the Final Four.

All of the official college basketball rules are in the game such as backcourt violations, the five and 10 second rules, plus watch the rough stuff—the refs will call anything. They watch the key and they don't take kindly to any rowdiness.

Keep it clean and keep your elbows down as you try for the alley-oop or the one-handed tomahawk jam.





You can still play hard, but you can't cruise through the paint like you own the place. The zebras rule the paint and they won't hesitate to call you for any one of the infractions you can commit in a real basketball game.

The player animations are smaller than average, but you get to see more of the floor and know where all of your players are to set up plays in the key and along the baseline.

The Iceman and I went head-to-head and he handed me my lunch. He's pretty good at basketball. I, on the other hand, need to practice my hard-court slamming and my dishing skills need plenty of improvement. But there will be plenty of practice as there are lots of roundball games coming down the pipe.









NCAA Final Four BASKETBALL



SEGA HITS SWEET SPOT WITH WSB '95









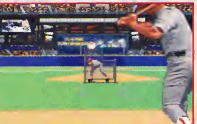
No one really knows when this baseball dilemma will end. However, Sega Sports knows what you've been missing and it's all here in their '95 edition of World Series Baseball.

They're stepping up to the plate once again with a new-and-improved version of what many referred to last year as the best baseball game released for any system.

World Series Baseball started Sega Sports on their run to the Hall of Fame. In this year's version expect to see more ... a lot more options and features than before. Never-before-seen features like the Classic Home Run Derby. Once again, the game is fully licensed by Major League Baseball and the Major League Player's Association. All 28 teams and the 28 stadiums. All have been fully reproduced including new ballparks in Colorado, Cleveland and Texas. Improved sound effects, music and two announcers give the most realistic experience short of actually sitting in the dugout chewing tobacco with the players. Baseball fans can play in Exhibition, Full Season or Playoff Modes as they make their way to the World Series. Players can be drafted and traded, allowing you to build a dynasty team. Multiplayer leagues enable friends to take part in a fantasy league. You can play out a season that may not even take place with the real Major Leaguers.

The best baseball game of last year has been made better with everything but the smell of hot dogs and popcorn added to the mix.

MANUFACTURER	SEGA OF JAPAN
CARTRIDGE SIZE	24 MEG
RELEASE DATE	APRIL
# OF PLAYERS	1 OR 2



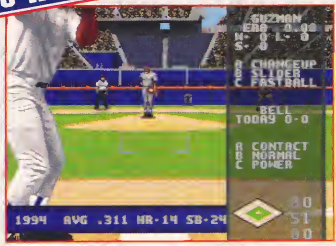


700 players are back to play some serious hardball.

Newcomers to the game include American and National league all-time great player teams.

For the first time ever, gamers can pit old-time Hall of Famers such as Ty Cobb and Babe Ruth against today's hot-shot superstars including Barry Bonds, slugger for the San Francisco Giants; Jeff Bagwell, first baseman for the Houston Astros; Ken Griffey, Jr., centerfielder for the Seattle Mariners and Greg Maddux, pitcher with the Atlanta Braves.

Making their debut after complete renovations are



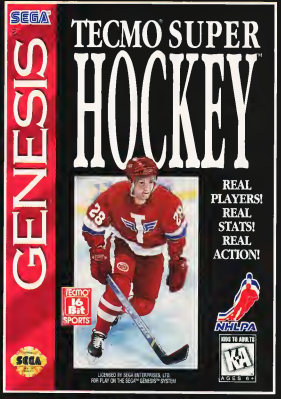
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- Regular or short season with playoffs
- Penalties, hooking, body-checking
- Substitutions
- Adjustable difficulty level
- Adjustable speed
- Adjustable penalties
- Eight different league-leader statistical categories
- All-star team
- Tournament-style play
- Instant replay
- Season-saving battery back-up





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TECMO 16 Bit SPORTS

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OFFICIALLY LICENSED BY THE NATIONAL HOCKEY LEAGUE PLAYERS' ASSOCIATION

NHLPA

KA AGES 6+

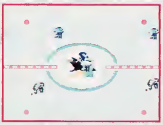
SCORE!

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NHL ON YOUR COLOR GAME GEAR!









Just like this year's NHL season, the Game Gear is still alive. Games like this add fuel to the fire for this color portable.

NHL All-Star Hockey delivers what other portables can and cannot do. Select from all official teams straight from the National Hockey League with their very own logos and colors.

At the Option Screen you may change the number of minutes in each period to five, 10 or 20 minutes. If you like being technical about your game play, turn line changes on or off and update your lines to improve your team's performance on the ice.

Penalties can be turned on or off. Unfortunately (or fortunately for you squeamish players) there is no fighting included in this Game Gear version. No need to worry, though, because fighting is included in the Genesis version. Offsides can either be turned on or off if you prefer all-out action on the ice.

The graphics aren't overwhelming as this is a simple game that doesn't require intensive animations. Plus, we are talking about the Game Gear which doesn't supply too many true colors. It does give some detail to the players—that is more than the cabbage-colored portables do. Despite the options, the eye-appealing nature of the game will be appreciated.

Players shooting and passing are clear throughout the game. Small as they are, you can feel the action whether being checked by your opponent or shooting a slapshot.

As you play, the referees regulate the game by coming up whenever there's a foul committed or a goal is scored.

Take a time-out and look at some Team Options. In this screen you can check out your team's performance and other options that can change the game.

You can access the scoreboard easily and you can even change the goalie if you feel that your current goalie isn't doing the job you expect him to do. Before changing goalies, check out the Goalie Statistics and choose the right man for the job.

You can even run through the Game Statistics. See how you are doing against the opposition and measure your on-ice performance.

That's right. You can even look through the Player Statistics and see individual stats on the game you are playing. Penalty and Scoring Summaries are self explanatory. These also can be accessed. Look through your roster to see who are the top players on your team. Ratings are on a scale of 100 in a number of areas.

NHL All-Star Hockey delivers what you expect in a hockey game: plenty options and cool features.

MANUFACTURER
SEGA
CARTRIDGE SIZE
4 MEG
RELEASE DATE
MARCH
OF PLAYERS
1

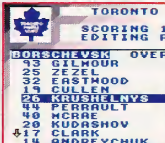
NHL ALL-STAR HOCKEY

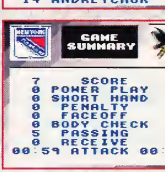














9 REASONS WHY BASKETBALL WILL NEVER BE THE SAME

CAUTION: If you are completely satisfied with other basketball games and are unable to upgrade to RAPJAM, you will **not** need to know that now you can:

1. Out-shove & out-shoot real rap stars

Maybe they're bigger than you, but you'll get your shot...

2...if you know their special moves

Treach's Helicopter Jam ..LL Cool J's Drop-The-Ball-&-Back-Dunk...Sticky Fingaz' Twirling Jam...Queen Latifah's Butterfly Jam. ...Everlast's Flip Flop Dunk ... & wait'll you see your teammates jump up through the hoop!

3. Make choices you've never had before

Go 2 on 2, 3 on 3, 1 on 3; 1 on 2 • Pick how long to play -- 5 minutes? 10 minutes? -- or how many points • Play in a different language • Full court or half court • Mix and match players • Solo or spirit mode, you always know which player you are

4. Pick the coolest playgrounds

Unbelievable graphics! Play in the dark on Chicago's glowing rooftop court above the city lights...Or in the sun at LA's Venice Beach as surfers & bodybuilders watch

5. Move faster

Reaction time seems faster than other basketball games...smoother moves!

6. Watch non-stop animation

See the first-ever Nintendo Morph as a basketball turns into a CD turns into the RapJam logo....Cheerleaders do the bump...Lo-Riders cruise by the New York playground....Baskets bounce & shiver with each slam dunk

7. Hear real music...

Rap beats 2 keep U loose...

8...& the best sound f/x

Everyone's got something to say...the L.A. cheerleaders & your own teammates....the wind whistles in Chicago...the ocean roars in L.A....Get a real playground bounce & a chain-metal basket swoosh

9. Rules? Rules R 4 fools!

No refs to keep Yo Yo from shoving you out of play or Chuck D from stealing the ball by any means necessary































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VOLUME ONE

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QUARTERBACK CLUB '95 (SNES) BY ACCLAIM

Graphics ★★★ **Playability** ★★★
Sound ★★★★ **Realism** ★★★★

Here's something you don't normally find in a football game. Play in a game and compete against other top QBs in the league. Animations in the game and the QB Challenge are quite exceptional. Top it off with cool sound effects and you get an excellent football game where you can play up to five players at one time. Challenging AI.

7 Iceman



Graphics ★★★ **Playability** ★★★
Sound ★★★★ **Realism** ★★★★

This game is three games in one. I really enjoyed the crunch time feature and the QB Club competition isn't for the faint of heart. The difficulty setting is quite high, but it's fun after you get used to what you are supposed to do. In terms of the game play, it has a ways to go. The players are blocky and the receivers, despite the colored arrows, are hard to follow.

8 Vidra Cowboy

INTERNATIONAL SUPERSTAR SOCCER (SNES) BY KONAMI

Graphics ★★★ **Playability** ★★★
Sound ★★★ **Realism** ★★★★

Here's something from Konami that you might consider looking into. At first, the controls can get tricky. There seems to be a delay in picking the player closest to the ball, but you eventually don't mind that at all as the realistic animations attract your attention as do the great sounds this one offers. Expect a ton of options for your playing satisfaction.

7 Iceman



Graphics ★★★★ **Playability** ★★★
Sound ★★★ **Realism** ★★★

I've played both the Japanese and U.S. versions of this game. I enjoyed the play-by-play feature that the Japanese version had, but it was taken out over here due to cost. If you like to color coordinate your team, you can even change the colors of your team's jerseys and make the shorts match. The game play is good, the players are large and there are lots of options.

7 Vidra Cowboy

COACH K COLLEGE BASKETBALL (GENESIS) BY ELECTRONIC ARTS

Graphics ★★★★ **Playability** ★★★★★
Sound ★★★ **Realism** ★★★★

College basketball at its best. Featuring 32 top college teams across the nation plus eight all-time championship teams, this one's the best college basketball game so far. Realistic plays and great animations from the NBA Live engine make this one as real as possible. Awesome backboard-smashin' dunks. Lastly, the Multiplayer Mode is a blast. Lace up those shoes!

8 Iceman



Graphics ★★★★ **Playability** ★★★★★
Sound ★★★ **Realism** ★★★★

The large animations and the top 32 teams in college hoops are highlighted in this realistic-playing b-ball game. I'm not a huge basketball fan, but I do understand the game. The NBA Live engine may have been used to make this game. I still felt as though there was something missing when I took it to the hoop. I laced up the shoes, but I found I felt one laces was untied.

7 Vidra Cowboy

QUARTERBACK CLUB '95 (GENESIS) BY ACCLAIM

Graphics ★★★ **Playability** ★★★★
Sound ★★★★ **Realism** ★★★★

Okay, they also have this for the Genesis. I am really picky on football games, but this one caught my attention. Even though the characters are a bit on the small side, the game play makes all the difference. Intelligent CPU makes the game more challenging than others. In addition to the gridiron action you have the QB challenge. Check this one out!

7 Iceman



Graphics ★★★ **Playability** ★★★★
Sound ★★★★ **Realism** ★★★★

It's fourth and one and although this game doesn't get it into the endzone every time, it is still a very solid football game. There's more to this one than your typical football simulation. You can play the Regular, Playoff and Regular Season Modes. There's also the QB Club Challenge Mode and the crunch-time simulator which has never been done before in a game.

8 Vidra Cowboy

WORLD CUP GOLF (3DO) BY U.S. GOLD

Graphics ★★★ **Playability** ★★★★
Sound ★★★ **Realism** ★★★★

World Cup Golf is everything you need to mimic the real thing. Packed with features that you don't normally see in a golf game, this one stands out like a sore thumb. Accurate landscapes of courses and well-digitized voices guide you through the game. The access time is a bit on the slow side, but this beats watching golf games on those lazy Saturdays.

7 Iceman



Graphics ★★★ **Playability** ★★★
Sound ★★★ **Realism** ★★★★

World Cup Golf has everything but the wind. It is jammed with all of the features that anyone itching to get out onto the golf course after a long winter's hiatus will need. A digitized voice will guide you through the game. The only downside of the game is the slow access time. It will definitely keep those 3DO users eager to try their skills on the course highly entertained.

7 Vidra Cowboy

NOW YOU'RE ON FIRE!

HOT SPOT

SWEEPSTAKES

1 GRAND PRIZE

- Trip for Two to a '95 NBA Finals Game
- Be a secret character in an Acclaim® video game
- $500 in cash

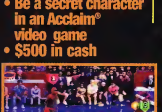
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ENTRIES MUST BE RECEIVED BY MAY 15, 1995 - SEE BELOW FOR DETAILS

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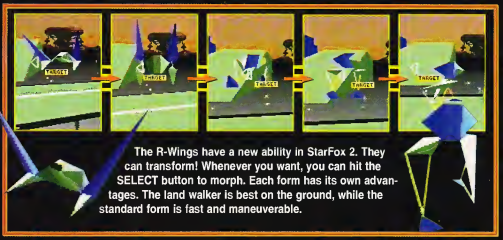
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SUPER NES

TRANSFORMING THE R-WING!



The R-Wings have a new ability in StarFox 2. They can transform! Whenever you want, you can hit the SELECT button to morph. Each form has its own advantages. The land walker is best on the ground, while the standard form is fast and maneuverable.

I bet you're as surprised to see this as we were. Yes, **StarFox 2** was on display at the Winter CES and boy was it hot! It seems that the evil Andross is back, and he's out to conquer the universe again.

StarFox 2 utilizes many of the same play techniques as the first game, but there have been some major improvements. For one, the game is non-linear, allowing you to fly your R-Wing almost anywhere. Second, your ship can transform into a robot-like walker for new types of missions. Another cool idea is that you can choose your pilot from a cast of cool characters. There is even a split-screen, Two-player Mode for even more shooter thrills.

StarFox 2 is an impressive shooter that goes beyond the original in the typical Nintendo fashion.



THAT WAS THEN, THIS IS NOW

I loved the first StarFox, and the sequel is even better. Everyone criticized the original for its inability to allow players to move freely. StarFox 2 allows you this mobility *and* looks good, too. What more could you want? – *Andrew Baran*





THE PILOTS OF TEAM STAR FOX





FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	SHOOTER	1 OR 2	N/A	16	MODERATE	N/A	AUGUST	40%

•MANUFACTURER: NINTENDO OF AMERICA, INC. •DEVELOPER: ARGONAUT SOFTWARE





ANDROSS HAS RETURNED!

Team StarFox has been called to duty once again, as Andross' forces make a surprise attack on the Lylat system. Instantly, four worlds have been enslaved by the armies of the evil Andross, and the invaders are now approaching Corneria. You must free the planets and stop Andross once and for all!



KEY

A. Taitania
B. Venom
C. Meteor
D. Eladard
E. Corneria



PROTECT CORNERIA AT ALL COSTS...

Throughout the game, the Andross forces will attack Corneria. When this happens, you'd better stop the level you're in and hunt down the attackers. If Corneria's damage hits 100 percent, you'll lose the game. The Andross armies send ships and missiles.



ANDROSS INVASION FORCES

YOU MUST KEEP THESE GUYS AWAY FROM THE PLANET CORNERIA ...





















As you attempt to free the four planets from Andross' control, the enemy will attack Corneria. As you saw above, the planet can only take so much damage before your game ends. Andross will send several types of ships, and even a missile or two. It's up to you to hunt down these enemies and dispose of them. You must act quickly or they'll do damage!









STARFOX 2

Fox and his team must travel from planet to planet in search of Andross...

TAITANIA

Taitania is where Andross has his primary missile launch sites. Sweep in quickly and destroy the few defenders. Then concentrate on the missile silos. They go down after a few shots, so hop to it StarFox Team!

















VENOM

Venom was once Andross' main fortress. After you liberated it, the world began to heal. Now the evil one has returned, and the world is turning nightmarish again. Destroy the base by shooting its walls away.



















ELEDARD



The Poisoner is ruining the planet of Eledard. It's up to you to find the machine, shut it off and blow it up. There is little resistance here, so you shouldn't have too much trouble. You're almost done, so hurry up!







METEOR

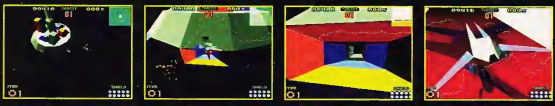


Destroy the occupation forces that lie deep within the Meteor. You will mostly come across strange walkers and lots of cannons built into the walls. This mission is tough, so move fast or you are as good as dead.



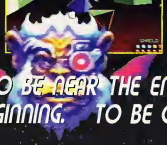






Andross himself has decided to enter the fray. Fly deep within his fortress and stop him. Can you find your way?





IT MAY SEEM TO BE NEAR THE END. BUT THIS IS JUST THE BEGINNING. TO BE CONTINUED...

STARFOX 2



SUPER NES

MEGA CHALLENGES AWAIT YOU!





If you liked the first six installations of this long-running action smash, you are going to love the seventh. This has more than enough action for any gamer!

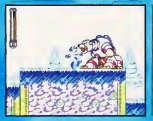


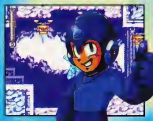






After the demise of Dr. Wily, four robots emerge from his fortress as part of his back-up plan. Now Mega Man must stop these foes!





MEGA MAN VII

BURST MAN





THE TERRAIN



TIME BOMBS

You have to be light on your feet around these things. Once touched, they count down to detonation!



UNDERWATER

As in other Mega Man titles, underwater areas slow down your movements, making actions more sluggish and difficult.













With the overabundance of explosions on this level, it is no wonder this area Boss is called Burst Man. It will take patience to overcome the many obstacles coming your way on this stage in the form of both enemy robots and environmental hazards.

MEGA MAN IS BACK FOR *MORE* ACTION









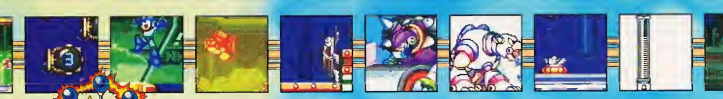


Mega Man has a few different modes of attack. Your basic shot is small and not lethal, but fast and accurate. If you hold the fire button, he will begin to charge and grow in attack power. This method of gaining extra power may work with other weapons found later in the game. Once you reach your maximum power, you can have Mega Man release with a massive bolt of destructive energy. This is your most powerful basic attack and it requires no special battery power like other weapons you find In the game. When you are hit by a foe, however, your power does decrease.

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	ACTION	1	12+	16	HARD	NONE	MARCH	100%

•MANUFACTURER: CAPCOM USA

•DEVELOPER: CAPCOM



CLOUD MAN



THE TERRAIN



STORMS

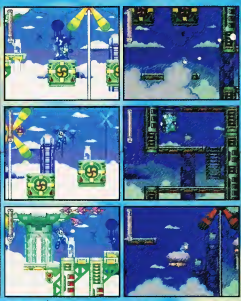
Storms cause a wind effect, making it more difficult to keep moving in one direction. Tough it out.



MECHACLOUDS

These harmless little things can be used to escort you to otherwise unreachable areas. Use these in some areas.



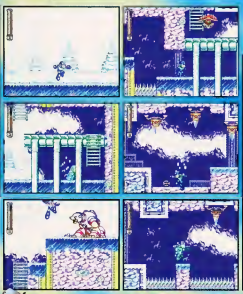


Jump from cloud to cloud, gaking the occasional nasty. Many high-altitude jumps will be blocked by an annoying ugly waiting to get you. Get used to this style of attack, because the Boss of this stage is one tough cookie to kill.

FREEZE MAN



It's cold. It's full of uglies just waiting to gak you. This whole stage is one big, slippery mess, making any running you do deadly in many areas. Tough out the environmental problems and take out the large polar bear nasties on your way to Freezeboy.



THE TERRAIN



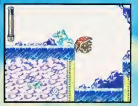
STALAGMITES

These are a one-hit death. It doesn't matter how much life you have—these will kill you quickly. Ouch!



ICE

Yes, it's cold, it's white and it's slippery. Of course, this will make certain areas of the stage more difficult to maneuver.



JUNK MAN



THE TERRAIN



ROACHHOLES

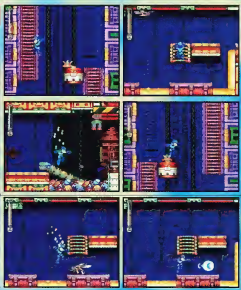
These wonderful works of technology spew out little mecha-roaches that attempt to take you out. Zap this thing quickly.



FIRE/PLASMA

This is another example of the Mega Man-one-hit-kills-you-quickly environmental problem. Don't land on them!





This is perhaps one of the most difficult levels to master. It has large areas of ladders and passages guarded by small, but deadly, foes. Get used to large Bosses coming out of the floor. It's a fact of life on this stage. Junk Man's waiting.



SUPER NES

CAPTAIN COMMANDO



An evil has threatened a peaceful city once again. You and your crack group of crime-busting vigilantes have chosen to fight for what is right and take on incredible odds to free not only yourselves but also every citizen in the city! You must choose who will be your player for this battle. Pick carefully, for your life does depend on it! Fight through all the petty goons to get to the central problem, and with a little luck, defeat the ultimate evil and free the city.

FIGHTING





OPTIONS!

LEVEL 1: THE CITY

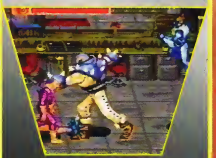






In this first stage, you will be able to develop your fighting skills. Learn some of the basic moves and just touching on some of each character's special moves will save your butt more than once in this game. Practice makes perfect.

END TROUBLE!



This is one big problem indeed! Watch out for his dashes and keep pummeling him until he looks something like Jell-o.

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	Fighting	1 or 2	7	16	Moderate	N/A	TBD	60%

•Manufacturer: Capcom USA •Developer: Capcom



LEVEL 2: THE MUSEUM

END TROUBLE!



Shoot to kill is this guy's motto, and he follows it to the letter! Dodge his shots and deliver hardcore damage if you want to see your next birthday.







It's old, it's cold and it has a lot of priceless stuff in it. Why would anyone want to cause trouble in here? Well, they have chosen this museum and it's up to you to stop them. Fight back and show no mercy as you wreak havoc among the various artifacts.

LEVEL 3: THE NINJA HOUSE







Now comes a karate kick in the gut! Don't let those ninjas get at you—just let them know how much you enjoy fighting ... dirty! Special moves are a good help in these levels. Show them who's the boss in this town!

END TROUBLE!



Show no mercy against this samurai. Instead, beat him to a pulp! Watch out for his jumping beans spear and air attacks.

LEVEL 4: THE CIRCUS







Everybody loves a circus, right? Wrong! This circus has all the bad guys one might expect in prison. But these delinquents are not behind bars, they're free and out to get you! Don't bother honking their noses, just kick their butts!



BreakThru!

Take a look at this, Tetris lovers! The creator of Tetris, Alexey Pajitnov, introduces BreakThru. Instead of building a wall, in this game you bring one down. Travel around the world knocking down walls with your sledge and a little bit of help from some explosives. Sound easy? Don't be surprised if there are some obstacles to contend with in this game!







BreakThru offers many options. In a dual competition against an opponent, use all of your speed to knock your wall down first before time runs out. The more walls you knock down, the harder the game gets. Plan your moves carefully and quickly to assure victory!



If only a few remaining cans block your way to victory, blow them to smithereens!



Use the missiles to your advantage. They take out everything except rocks. Set them off in places that you can't reach.

ICONS

- Cans can get in your way.
- Dynamite! This comes in handy.
- Missiles can plow through rows.
- Multicolored cubes help big time.
- Sitting rocks can't be budged.



If placed carefully, the dynamite can cause a chain reaction of explosions that will speed up your game!



In Cooperative Play, you and a friend can team up and tear down the wall in a flash!



On the other hand, there is Competitive Play in which you race to achieve more points.



Spiders can be a definite pain.

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	Puzzle	1 or 2	N/A	4	Difficult	None	February	95%

•Manufacturer: Spectrum Holobyte, Inc. •Developer: Zoo Corp.

Kitty Litter!



WHAT A SHOCK!



SPLIT PERSONALITY?!!



ONE SHISH KABOB, COMIN' UP!



IS THIS LOADED?

They fight, and bite, they fight and bite and fight! Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers. There's more than one way to skin a cat... So, are you mouse enough!!!???



KIDS TO ADULTS
AGES 9+

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Acclaim entertainment inc.



GENESIS







Play as either the Caped Crusader or the Boy Wonder. If you've got a buddy, both of you can play in double-player simultaneous action. Will your efforts as these superheroes be enough to save Gotham from the 15 levels of nasties?

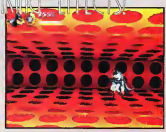


Keep an eye out for the excellent animation done by the animators of the TV cartoon series! This title has some excellent graphics.

Fire up for total Batman action straight from the Emmy award-winning, animated TV series! The Dark Knight and his sidekick, Robin, battle the most chilling forces of evil known to man—or bat! Diabolical Mr. Freeze is targeting his hyper-powered ice cannon straight at Gotham City! A horde of rotten crime bosses stands by, ready to turn Batman's town into an arctic ice land!

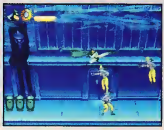
GROUND-BREAKING EFFECTS!





This title has some totally excellent 3-D effects that are hardly ever seen on the Genesis! You will be impressed.





EVEN HEROES NEED ICONS

Be sure to snag the icons you find on your way to defeat Mr. Freeze. Some restore life; some increase power. All are necessary.



GARBAGE

Look in here for the icons themselves.



SKULL

Snag this and kill everyone on the screen by yourself.



WEAPON

This changes or increases the strength of your weapon.

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	Action	1 or 2	18+	16	Moderate	None	May	75%

*Manufacturer: Sega of America, Inc. *Developer: Clockwork Tortoise

Batman & all related elements are property of DC Comics. TM & C 1994.



JOKER



You must first work your way past the lesser, but perhaps more well-known, super criminal, Joker, to defeat Mr. Freeze. Despite his name, he's nothing to laugh at!



Defending the streets of Gotham as usual. Where do all these thugs come from?



At a gem show, the Joker's lackies make a surprise guest appearance.



Joker's sidekick Jester tries to take you out with some laughing bombs.

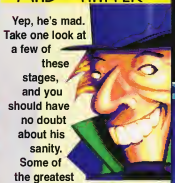


Take out an entire convoy on your way to the big grin himself.



Honey, I shrunk the bat? Has Batman invaded a Smurf village? Check it out.

MAD HATTER



Yep, he's mad. Take one look at a few of these stages, and you should have no doubt about his sanity. Some of the greatest effects of the game are here.



Scores of bouncing enemies form rings and chase you around some structures.

ROBIN



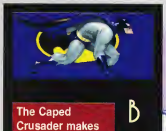
This guy has come into his own light for the game. You can play him alone, without the aid of the big BM. Does he have the moves to take on Mr. Freeze alone? Pick up this cart and find out for yourself.





Batman in wonderland? Okay, sure. Some awkward foes come your way, so stay alert.

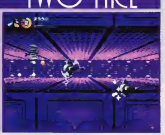
BATMAN



The Caped Crusader makes the jump from the TV stations to your Genesis home system with a flying leap. Master this mean dude's moves alone or team up with his faithful sidekick, Robin.







MR. FREEZE



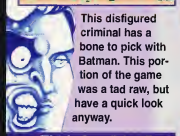
Big Chief Mean is here with some bad news for the Caped Crusader and his sidekick. Again, this part of the game was somewhat incomplete but looks promising nonetheless.



You must penetrate his large cavern-like fortress to prevail. Very nice graphic effects.



Along the way, you will encounter even more visual effects to impress you.



This disfigured criminal has a bone to pick with Batman. This portion of the game was a tad raw, but have a quick look anyway.

TWO-FACE



GENESIS

THE PUNISHER™





Frank Castle and his family were enjoying a picnic in Central Park when they witnessed a brutal mob killing. Not wanting them to go to the police, the murderers gunned down the family.

On that day Frank Castle died and the Punisher was born—a vigilante bringing those who deserve it to justice. With the help of S.H.I.E.L.D. agent Nick Fury, they hope to put an end to the new trouble that's brewing. The notorious gangster Bruno is up to his old tricks and needs to be taught a lesson. Your mission is to put an end to whatever he is planning. Use whatever is at your disposal to stop Bruno's mob. You will be using everything from rapid firing pistols to hand grenades to stop these criminals. Now it's time make them wish they were never born!

BACK TO THE WAR



Drop in on Bruno's club. Smash the patrons over the head with bar stools if they get in your way.



Chase down Bruno as he tries to escape. Here you get the pleasure of meeting Scully. He's a big boy!



THE PUNISHER'S ARSENAL

STEEL PIPE	HAND GRENADE
BATTLE AXE	UZI
KNIFE	HAND GUN
THROWING STAR	BASEBALL BAT
FLAME THROWER	MACHINE GUN

RAID ON PANTABERDE



Bruno has escaped to his castle. When it comes to the Punisher, there is no escape. Time to get in there and bring down the house!





Sneak in through the pool and give these guards a thorough trashing.



It turns out that Kingpin is behind the whole thing. Take him down!



FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	ACTION	1 OR 2	6	16	VARIABLE	NONE	FEBRUARY	90%

•MANUFACTURER: CAPCOM

•DEVELOPER: SCULPTURE SOFT

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WATERFRONT WARFARE



Let's see if we can throw a wrench into the Kingpin's drug deal down at the waterfront.





The waterfront has turned into a spawning ground for drug dealers. Shutting down Kingpin's operation would really set him back.



Bonecrusher has no intention of letting you get past him. Try using grenades.

DEATH ON RAILS



Kingpin is loading a train full of poppy. Get through to the train to stop him.





If you run out of weapons, just grab a handful of hair and toss the thugs around.



I've heard of a ship of fools, but a whole train full of them is a little ridiculous!



Kingpin has sent his goons to your hideout to make sure you don't interfere again. You've got other plans, though.



Kingpin was not happy that you destroyed his shipment of poppy. Now he's sending his mercenaries after you. That makes kicking their butts easier.

KINGPIN'S WRATH



Turn these walking mechanical misfits to scrap metal.



A quick uppercut to the jaw should slow these boys down.

FINAL PUNISHMENT



Don't these creeps ever learn? Let's make sure they get a clear picture that the bad guys never win. And I mean NEVER!





Kingpin is staying at this hotel. I'm through playing games with this oversized blimp. Let's finish this business for good. It's fightin' time!





Having worked your way through a floor packed with henchmen, take the elevator to the top. Kingpin lies in waiting for you here. Good luck handling this behemoth.



GENESIS

Ecco Jr.

ECCO AND FRIENDS





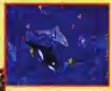
In Ecco Jr., you not only get to play as Ecco, but you can also be two of his friends. Choose from a killer whale or another dolphin.

SEA LIFE



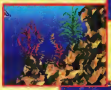












As with all of the Ecco games you will encounter many impressive sea creatures. From giant sea horses and sharks, to tropical fish and stingrays. In Ecco Jr., none of the sea creatures are hostile toward you, and friendship is emphasized.



TWO-PLAYER MODE



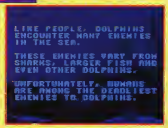
Ecco Jr. is also a two-player game that offers games like Dolphin Dash and Tickle Tag.

In a world of video games that emphasize blowing things up and committing violent acts, a game that emphasizes friendship is a breath of fresh air. I enjoyed Ecco Jr. from Sega Club even though I am well above the four to nine age group that the game is meant for. The graphics, as with the Ecco game, are very well done. The sound was great and I especially liked the two extra mammals you can play as. The puzzles aren't too hard, but should provide enough of a challenge for the younger kids. The controls are a little difficult to get used to, but once you do, you can make him turn on a dime. If you liked the Ecco game and have a child around age four, this is a must-get; even if you don't, you might want to check it out. I'll be playing it well after I finish this preview.

PARENT OPTIONS



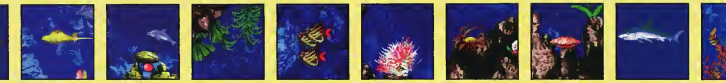




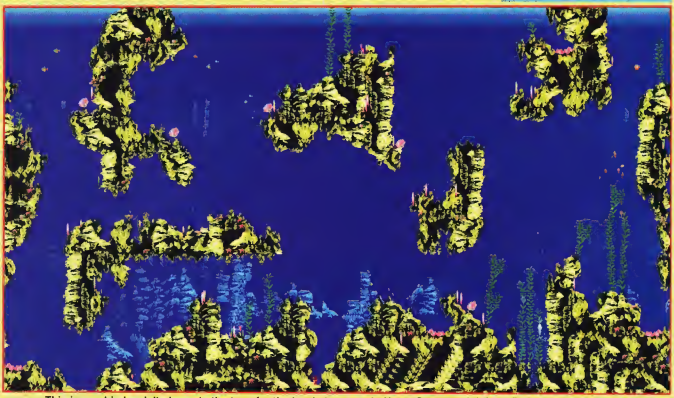
This feature is one of the best that I've ever seen in a game. The Parent Option allows the child's parent to set the level of difficulty, sound and music. Not only is it an Options Screen, but it has a function that allows you to read up on dolphins. A must for 4-year-olds and up.

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	ACT/ADV	1 OR 2	10+	8	EASY	PASSWORD	APRIL	75%

•MANUFACTURER: SEGA OF AMERICA, INC. •DEVELOPER: NOVATRADE, INT.



THE HOME SEA



This is one big level. It also sets the tone for the levels to come. In Home Sea, your job is to find two of your friends using your song. When your friends hear it, they'll sing back, allowing you to find them.

AQUA MAZE



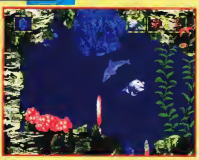


In Aqua Maze, use your song to destroy the crystals.

BAY OF SONGS



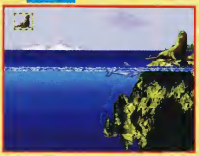
Bay of Songs is another hide-and-seek game. Find five rings to complete a song.



SEAL ROCKS



In Seal Rocks, find the seal's ball and return it to him.



TREASURE CAVES





In Treasure Caves, find the the treasure and take it to the crystal.



32X

KNUCKLES ON 32X!!

LEVEL ONE: AMAZING ARENA

Grab as many coins as you can in this intro level. There are very few nasties to gak, so it's relatively simple.



KNUCKLES CHAOTIX



Knuckles the Echidna is back, only this time he's playing on the 32X! He brought all of his friends to this awesome cart with him. This is pretty cool because not only can you play as the individual characters, but you can also tag team it as well! This poses some interesting possibilities and greatly helps you on your coin-collecting trek. Any Knuckles fan (or Sonic, for that matter) should definitely try this one out.

THE CHARACTERS

Play from an assortment of seven characters, each with his or her own special ability.





Knuckles | Bomb | Charmy Bee | Espio | Mighty | Heaby | Vector

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	ACTION	1	25+	24	MODERATE	N/A	MAY	70%

•MANUFACTURER: SEGA OF AMERICA, INC. •DEVELOPER: SEGA OF JAPAN



LEVEL TWO: MARINA MADNESS





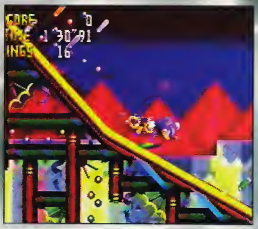




Coins at the seafront! You know the routine. Race along at mind-boggling high speeds and collect the coins. Avoid the nasties, too. They sure can ruin a great day at the beach.

LEVEL THREE: SPEED SLICER







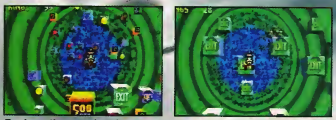




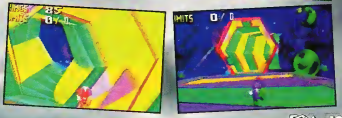


MEGA COOL ACTION!!

Ahhh, speed. These guys love it. Zoom around at mach speeds over loop-de-loops and avoid obstacles as you race to the finish in this incredibly fast (and I mean *fast*) level.







Rack up those points in the hidden bonus rounds! You can "fly" through a tunnel (above) or race inside a twisting tube with trap doors (right).

BONUS LEVELS!!



32X

The biggest arcade hit of all time comes home in a big way—for the newest Sega platform, the 32X! This title really comes to life.

Liu Kang



Shang Tsung



Johnny Cage



Baraka



And ALL The Special Stuff...



The Dead Pool, the Babalities, the Friendships, the Pit Fatalites and of course, the hidden secret characters must be in any respectable version of Mortal Kombat II. This is one such a version.
Be on the lookout for all your favorites.

FIGHT!



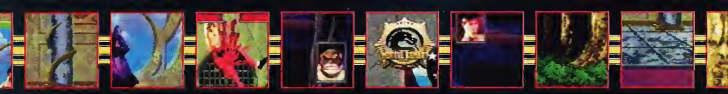
The control is very similar to the Genesis version (imagine that), which is pretty good. There should be no obstructions to the kombat.



MORTAL KOMBAT II

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	Fighting	1 or 2	N/A	32	Moderate	None	March	90%

•Manufacturer: Acclaim Entertainment, Inc. •Developer: Probe



Jax

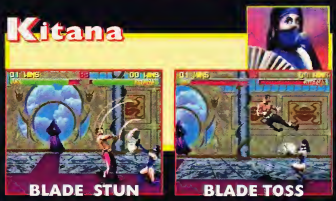






Don't play alone. Grab little Billy from down the street and pummel him a few times in Versus Mode!

Kitana



Kung Lao



MORTAL KOMBAT II

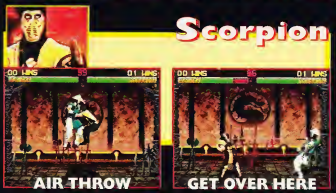
Reptile



Raiden



Scorpion





Mileena





Every character, including the secret characters, is here. It's practically a carbon copy of the arcade.



Sub-Zero



















SEGA CD

Another full-motion video game for the Sega CD. For those of you unfamiliar with FMV, it's the movie-like animation that accompanies some games. Unfortunately, such a technique limits gamer interaction. What we're left with is a move-the-cursor-and-shoot experience that leaves many gamers wanting more. How-ever, one of the redeeming features of this game is the hero. He is so likeable and has so much fun that you enjoy playing as him!



Mysterious Mr. Adams has brought Top Secret orders into the military



your new orders aren't revealed until you're well into enemy



to rescue a scientist who's created an incredibly deadly toxin. The



base that you operate. Yes, they are for you! However,



territory, and by then, it's too late to turn back. You'll need



bad guys have him and it's your job to get him back!



The fuel lights are lit ... the engines are on ... the



thumbs up is given ... and you're off! The opening



sequence is impressive in its enactment of a heli-



copter takeoff. After you're up and away, you start



zooming over forested hills. It looks cool!

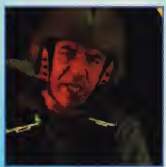
MIDNIGHT RAIDERS



Should you get past the helicopter part of the game, you infiltrate the enemy plant. Point and shoot.







Uh-oh, here come the bad guys! If you're lucky enough to target this guy (upper left) while bobbing and weaving in the turbulent air, take your shot! Be warned: Take too long or too many shots and your fellow pilots will admonish you mercilessly (upper right). Your cursor should turn white when the enemy's inside the target box, indicating a clear shot. Sometimes it doesn't, however, as shown in the lower left picture. Just hope that you can hit your target anyway. If you do, your on-screen counterpart will rejoice. He's really havin' fun!







FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	ACTION	1	N/A	CD-ROM	MODERATE	NONE	NOW	100%

•MANUFACTURER: SEGA OF AMERICA, INC. •DEVELOPER: STARGATE FILMS

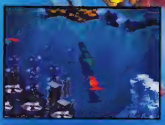
Command the Mighty seaQuest DSV

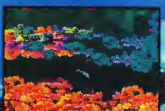
Or the brave Darwin.

The choice is yours – you are captain of the largest, most powerful submarine on the TV airwaves, the seaQuest!

Many dangerous underwater adventures await you, and you will need all of the resources of the seaQuest and her crew. The future is in your hands!

AVAILABLE NOW!





Super NES version shown

KIDS TO ADULTS AGES 6+

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

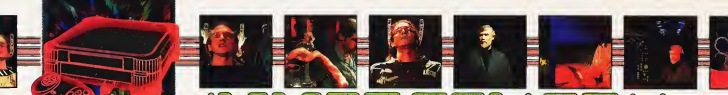
GAME BOY

SEGA GENUINE

SEGA GENESIS

MALIBU GAMES

Black Pearl



3DO

IMMERCENARY

Perfect is a virtual-reality world of the future that has gone very wrong. The inhabitants are trapped inside and forced to fight each other to the death. A plea for help is sent by one of the people in Perfect, and now you, a mercenary, will have to try to save them all. Four have gone before you and failed. As you make your first jump into the future and your first virtual world, remember that things are different here and also that there are many enemies, so just keep moving. At first your power levels are low, but as you gain experience, they will increase. Your goal is to reach the status of Number Two in order to fight the Perfect One.



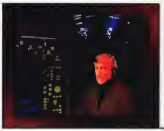
Listen to what this woman says—it's important.

TO PERFECT

A transmission that was sent by a woman from the future (on the left) is received by your people in the present. It is a warning that virtual reality will take over everything.



On this screen either start a new game or continue.





After you make the jump you will be in the world called Perfect.





Once you are in the virtual world, you will find these balls that will give you weapons and other things to help you stay alive.

IS THIS HEAVEN OR HELL?

Perfect was created as a virtual heaven-on-Earth, but things have not gone the way they were supposed to. The people inside are trapped and can never get out.







This world is complete with virtual stadiums, towers and even towns! Search around to get the information you need to conquer the evil people.



When near the white spire, you can heal yourself, plus you have the opportunity to speak to the local inhabitants.





FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	Adventure	1	N/A	CD-ROM	Moderate	Battery	March	60%

•Manufacturer: Electronic Arts •Developer: 5 Miles Out


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& HIGHLY COLLECTIBLE.
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ACTION FIGURES AND ACCESSORIES
GET READY TO CHANGE THE WAY YOU THINK ABOUT FEMALE ACTION FIGURES. MEET ZEALOT™ THE FIERCE KHERUBIM WARRIOR FROM JIM LEE'S WILDC.A.T.S. THIS FATAL FEMALE'S GOT A TITANIUM BATTLE CLEF BLADE, NOBELIUM SABERS AND VALKAR BLADES – AND SHE KNOWS HOW TO USE THEM. SO TAKE OUR ADVICE AND TAKE HER SERIOUSLY. VERY SERIOUSLY.
Playmates
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JAGUAR

PINBALL FANTASIES

Pinball Fantasies is just that, pinball. You have four different tables to choose from, each having different challenges. There is some pretty cool music to move you along. You get points for hitting just about everything except the flippers. Most tables have high scoring for completing loops off the ramps or around the entire table. There are plenty of cool bonuses to acquire, too. The high scores are kept on backup so you never lose them. This is cool for competition against friends.

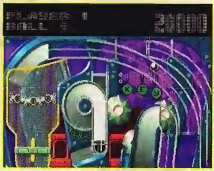


There are four different pinball tables to choose from. I found that the easiest and most fun is Stones 'N' Bones.

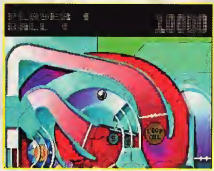


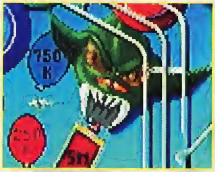
Skill shots are a part of any pinball game. If you make skill shots, you will get a pretty hefty load of points. Skill shots are shots you make after you initially launch the ball. It usually requires hitting a particular target at the right time or putting just enough pressure on the pinball launcher. The picture below is from the Billion Dollar Game Show. Put the right amount of pressure (and do a little tilting) to get the ball up this ramp. The picture above is the Speed Devils table. There you must light up all three letters to spell "pit." After that, you can then flip the ball to get a 2X bonus. The picture in the upper-right corner is Stones 'N' Bones. Here you must get the ball to go through the flashing slot. Do so and you will be rewarded with millions of points. The final picture to the right is the Partyland bonus. After launching the ball, use the second flipper to get the ball, up a ramp for a million points.















You can get a ton of points by repeatedly hitting these targets. Of course, they are not easy to hit. The picture in the middle is from the Billion Dollar Game Show, and it is one that can be hit easily. You are guaranteed to get 500,000 points every time you hit it. The Vault is not pictured here but is on the Stones 'N' Bones table. It is also easy to get to in the game.

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	PINBALL	1 TO 8	N/A	16	EASY	BATTERY	MARCH	100%

•MANUFACTURER: COMPUTER WEST •DEVELOPER: SPIDER SOFT



Partyland





This is probably the toughest table. Once you get used to it, it's pretty fun. There are tons of ramps to flip the ball into and plenty of bonus points waiting for you when you do. The more times you flip the ball through the Cyclone, the more bonus points you will get after losing your ball. If you get the ball through the skill shot, keep looping it for repeated points. You can earn 8 million points if you loop only three times.

Speed Devils





This is the easiest table to get all of your bonuses. Keep spelling "pit," then launch the ball through the off road and you will find the times bonuses jumping up. Shoot the ball up the right ramp then up the left ramp above the left bumper to get a loop bonus of 1 million points. Also, the more times you get the ball up the ramp above the left bumper, the more miles you earn and the bigger bonus you will receive after losing your ball.

Billion Dollar Game Show





This table is run just like a game show. There are lots of opportunities to score. If you shoot the skill ramp six times, you get to play Money Mania. Money Mania lasts for 30 seconds and every time you hit a bumper you get 500,000 points. I've earned 30 million points this way. Also, hit the two dollar signs by the skill ramp and then shoot the ball up the Loop Mil ramp to spin the wheel. Earn big bucks there, too.

Stones 'N' Bones





This is the best table. You can earn tons of screams by hitting the right ramp. Earn 20 screams and the tower opens up. Shoot the tower by shooting the ball past the right ramp where the ball is launched. Go up in the tower to earn an enormous amount of points. Shoot the ball up the left ramp and then tilt the game to get the ball to fall on the right side. This will get you to the vault where you can get at least 500,000 points each time.

Lemmings

They're back! Those loveable, little blue Lemmings are making their debut on the Philips CD-i. All the fun you've come to expect from the original PC version is intact on this CD, along with a few extras! The game play is exactly the same as the other versions—you won't have any problem getting used to the controls. In fact, the only problem you may have is putting it down. They should put a warning label on this game that states, "Highly addictive, may cause insomnia, play at your own risk!" If you're looking for a game that can be enjoyed by the whole family, Lemmings is just what you're looking for in a game.



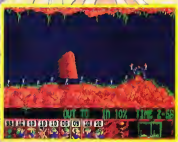
At the Main Menu, you can configure the sound and select between four difficulty levels.



Before you start the level, check out the map and also some important info.



You can assign eight different skills to the Lemmings. The skills bar is at the bottom of the screen.



The goal in each level is to make sure that the Lemmings make it to the exit alive!



After each level, check out how well you did!



A password system is a must with over 120 levels.





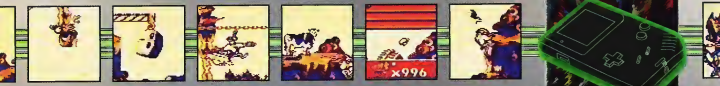


The levels start out very easy, but it doesn't take very long for the difficulty level to increase! If the going ever gets too tough, there's always the Nuke button. 5,4,3,2,1... See ya!

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	PUZZLE	1	120	CD-I	MODERATE	PASSWORD	MARCH	100%

MANUFACTURER: PHILIPS MEDIA

DEVELOPER: PSYGNOSIS



GAME BOY

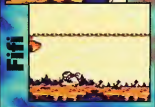
EARTHWORM JIM

This is another fine addition to the Earthworm Jim library! The story has not changed much. You are an earthworm with an extremely powerful suit of armor. Plus, you have a need to find evil and eradicate it from the planet. Boy, what a job! Someone has to do it and that someone just happens to be you. Take on levels such as New Junk City and go for a ride through the tubes. So give it all that you have and don't give up the fight!

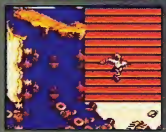


BADDIES



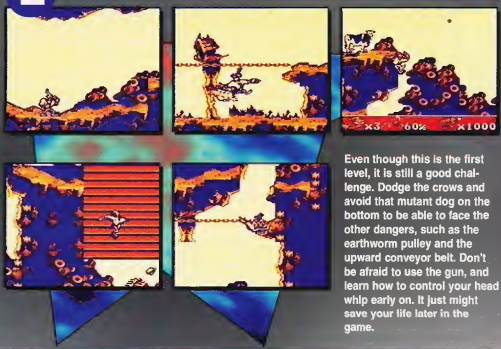


Watch out for some of these enemies or they will make a quick lunch out of you. Give them a little bit of earthworm action to send 'em packing!



Once again you take on the incredible odds of fighting the world's crime by yourself. Will you receive the same challenge on the Game Boy that you face on the other systems?

Level 1 New Junk City



Even though this is the first level, it is still a good challenge. Dodge the crows and avoid that mutant dog on the bottom to be able to face the other dangers, such as the earthworm pulley and the upward conveyor belt. Don't be afraid to use the gun, and learn how to control your head whip early on. It just might save your life later in the game.

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	ACTION	1	8	4	MODERATE	N/A	MAY	30%

•MANUFACTURER: PLAYMATES TOYS, INC. •DEVELOPER: EURO COM & SHINY ENTERTAINMENT



GAME GEAR

Tempo Jr.

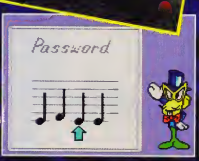


During Tempo's adventures from level to level, he'll discover special bonus games that will test his memory and his hand-eye coordination!





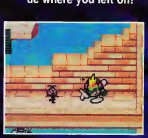
Begin your adventure at the bottom of the tower.



Remember your password to continue where you left off!



Sometimes during a level Tempo Jr. will become suddenly sad. If this happens, you must find a magic flower to cheer him up.





Stun 'em, then kick 'em!

Tempo Jr., Sega's latest side-scrolling hero, first made his debut on the new 32X. Now for all you portable buffs out there (you know who you are), he's coming to the Game Gear from Sega Club! First off, I'd like to say that Sega has really taken a 32-Bit game and shrunken it down to fit it into an 8-Bit portable system. The character animations are almost identical to that of its big brothers and so is the overall game play. If you're a G.G. owner, take time out to give Tempo Jr. a try.



EGM Dare's to Compare

Given that the Bit and Meg differences between the two are astronomical, the G.G version holds its own with great character animation and game play. Check it out for yourself! – *Tim Davis*



FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	Action	1	6	4	Moderate	Password	April	75%

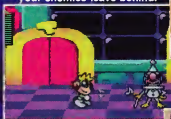
•Manufacturer: Sega of America, Inc. •Developer: Sega & Red



LEVEL 1–LET'S GO!



Grab the health notes that your enemies leave behind.





This weird-looking Boss will attack you with his cane so be careful.



Take your time walking down the road, because there are enemies everywhere!



When all else fails, remember to use your wings to glide over any hazardous situations such as water and spike-filled pits.



LEVEL 2–TUNE CITY



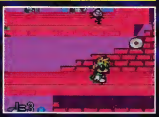
Position yourself above this Boss' head and glide there until he attacks.

Sometimes the current path isn't the most rewarding. Look everywhere for hidden items.





These notes look cool, but they really don't do anything.



To make Tempo Jr. happy again, you must find the magic flower.



Watch out! This frog-type Boss not only lashes out at you with his jaws, he'll send little drones after you as well!



Stomp on these creatures' heads to stop them.



LEVEL 3–THE POLAR CAP



Use your gliding ability to save yourself from the spike pits.



Destroy the enemy cocoons before they can destroy you.

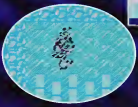




Look out for this penguin's snowball attack!



Tempo Jr.'s enemies come in all shapes and sizes!



Much like the frog Boss of the last level, this penguin Boss will launch little drones of itself to attack you—so be alert!



LIFESTYLES

THE POP

Adventure is just a phone call away

Have you ever made a phone call and been attacked by Magneto or the Hobgoblin? If the answer is "no," fret not. You'll soon be able to experience it–at least in its audio form!

GTS (Global Telecommunications Solutions) has developed a calling card that allows callers to interact with the X-Men, Spider-Man and other heroes plus heroines and their battles against evil.

Priced around $40, the calling cards are a fairly inexpensive solution to pricey and sometimes abused 900 numbers.

Cory Eisner, vice president of Interactive Services for GTS, states that, "We [GTS] want to transform calling cards into entertainment vehicles."

Imagine calling up a toll-free number, pressing a few numbers that represent your secret code and helping Spidey wipe up the streets with the scum of the city!

These cards are a perfect way to jump on the information super-highway without actually going on-line. Imagine the possibilities...



Strange but true

Don't need no short man? THINK AGAIN!!

The children's story of Snow White is one that has a special place in the hearts of many kids, and in Britain this is especially true. Snow White is so popular in fact, British producers are having trouble finding performers of restricted growth to play the parts of the seven dwarves!

Cats, dogs ... now TVs!!!

It was raining television sets in an area of Bombay, India recently, when hundreds of residents threw their televisions out of their windows. Why the rash action? They were sick and tired of sex and violence being broadcast so heavily on their TVs. What's wrong with that?!

Models will have you Screamin' for joy

Remember back in the good old days, when you spent hours playing with those Star Wars action figures? (Of course, it was just yesterday!) Well, now it may be time to take Star Wars figures to the next level.

Screamin' Products, Inc. has professionally molded many collectible characters from the *Star Wars* films including: Yoda, C3PO, Han Solo, Chewie, Darth Vader, Boba Fett and the Storm Trooper shown here.

All of the Star Wars figures are officially licensed through LucasArts Entertainment. guaranteeing the models aren't cheap, slapped together pieces of plastic. In fact, these models are of the highest quality, made with only the best materials available!

All of Screamin's Star Wars kits are exact replicas of the characters from the movie, down to the smallest detail.

Screamin' captures the characters in dynamic poses you will recognize from the movies. Though you can't handle these figures like the old, poseable ones, they will be a beautiful addition to anyone's mantle or bookcase. The price per figure varies, but a price around, or under, $70 is average.

Screamin' manufactures an entire line of officially licensed and amazingly realistic models from various sci-fi, horror and fantasy films. As their motto states, Screamin' has the collector in mind when they mold and design all of their models. This means that they the models are authentic.

The hunger for Star Wars is still very much alive, and Screamin' products has a serving that will no doubt be a tasty tidbit for any collector's Star Wars appetite.

It's time to not only collect comics and stories, it is also time to start collecting Screamin' Star Wars models. Why, you ask? Because it has to do with Star Wars and they're so darn cool!

CULTURE SOURCE FOR EGM READERS

New CD-ROM is head of the pack

Retro is back in full swing. Bellbottoms are back, Grandpa's threads are in style and T-shirts with Scooby Doo on the front are hip. Is this the sign of a lame society? Nope–it just means what goes around is bound to come back around.

Activision, longtime creator of excellent games for many different platforms, has announced plans for an Atari 2600 action pack for PC CD-ROM and 3.5" diskette.

The pack will include 10-15 titles by Activision that were once played on the 2600. Now the games can be played in Windows with the mouse or keyboard. All of the games included are identical to the originals.

Some titles include the original versions of: Pitfall!, River Raid, Grand Prix, Chopper Command and several others. There is also talk of video clips of interviews with the original programmers of the Atari games included on the CD-ROM version, but this has yet to be confirmed. Let's hope they do!

The compilation is perfect for the veteran Atari 2600 player and the kid who just wants to have some simple fun with a game. These games also offer a perfect situation for parents and kids to get together and play games that are entertaining for all. Maybe now Dad will win the game instead of Junior always being the victorious one!

The pack should be available in March with a price around $30.

Activision hopes to release more volumes of the Atari 2600 series. Now we can take a break from the multimedia games and have some real fun!





Capture Reboot forever

Someone has captured nearly all of the characters of the hit Saturday morning, computer-generated cartoon, *Reboot*. Only this time it's not the evil Megabyte who's behind it.

Fleer Card Company has taken all the great moments and characters from *Reboot* and transferred them to a series of high-quality, collector cards.

The cards use the same amazing computer imagery that the show displays so convincingly to portray the adventures of Reboot.

These UV coated, gold-foil stamped cards will please any fan of *Reboot*, as well as, anyone who enjoys crisp, computer-rendered graphics.



Also being packaged in some of the regular sets are Fleer's special cards.

The special sets take the regular cards a step further with hologram and chrome effects that will stun you.

Let's not be "basic"–let's get some cards!

It just ain't right...

The tool of death to your right is known as the Air Taser. The name sounds harmless enough ... maybe it's just a simple Star Trek toy or perhaps a new device to de-ice locks. WRONG!!! It's the tool of the devil himself! This bad-boy can send a DUAL 50,000 volt charge from 15 feet away. It supposedly just knocks down your attacker ... yes, to their DEATH! The Air Taser instantly jams the attacker's nervous system making them lose all control of bodily functions. That means a large, stinky mess that you'll probably have to clean up, possibly allowing another criminal to attack you. Effective? Maybe. Evil? Most definitely!



GameStuff

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BEYOND DARTH
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CRUSADERS OF CENTRY
DESERT DEMOLITION
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RISK: GLOBAL RULE
JACK NICKLAUS 95

MADDEN 95
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LOTUS
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HUNKICKERS
TRANSPO IN PARADISE
EH ESCAPE

3DO

FIFA SOCCER
SUPER STREET FIGHTER II
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MONSTER LAIR
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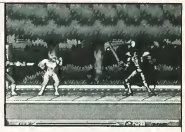
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The Winners from the Wayne's World Contest in the December 1993 issue are as follows:

and Prize Winner: Dale Mayer, Troy, MI;

The 5 First Prize winners are: Jordan Bieber, Winona, MN, Dave Miller, Bayville, NJ, Shaun Roberts, Jacksonville, FL, Tim Thomas, Montevallo, AL, and Scott Holland, Libertyville, IL.

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NTED. Big ng to travel. life. Call

TICKETS FOR SALE, Looney Tunes B-Ball tournament. 1-800-DRIBBLE.

DESPERATELY SEEKING high-performance roadster. Will provide unlimited birdseed. Contact Wile E. Coyote.

$$$$$$$$$$$$$$$$$$$$ BILL TROUBLE got you down? Get in touch with the bill expert. Contact Daffy Duck on Game Boy. **$$$$$$$$$$$$$$$$$$$$**

MUSKET FOR SALE. Used only for wacking wascally wabbit in **Bugs Bunny Rabbit Rampage.** Vewy, vewy quiet. Contact Elmer Fudd.

FOR SALE, P38 Space Modulator. Ideal for global destruction or livening up parties. Goes over great with the chicks or in **Daffy Duck The Marvin Missions.** Contact Marvin the Martian.

PORTLY SWINE looking for vacation p-p-p... vacation p-p-part... vacation p-p-part... traveling companion for **Porky Pig's Haunted Holiday.** Must bring pillow. Contact Porky Pig.

PLAYERS NEEDED for two-on-two pick-up game. Must enjoy pies in the face. Contact **Looney Tunes B-Ball.**



SINGLE BLACK CAT seeks small yellow bird for meal-time companionship in **Sylvester & Tweety.** Must have good taste. Contact Sylvester.

CASTING
Try out
LOONEY T
family of





COMING SOON!

HOLLYWOOD STAR

"LOONEY TUNES B-BALL" IS A SLAM-DUNK WINNER!

by Howard Coleslaw

In one of the greatest games this reporter has ever had the privilege to cover, ***Looney Tunes B-Ball*** scored the biggest victory ever.

When this wacky, fast jammin' game of roundball begins, it's clear that anything goes! First, choose from your favorite Looney Tunes characters and go two-on-two against the computer or your friends! You set the Wacky Meter to the level of craziness you want — from 1, for nonsense streetball, all the way to 5, where the only rule there are no rules!

Change the ball into a pie and show your opponent the new meaning in your face"! Go invisible or teleport past man and take it to the or two! And the clock isn't the only thing ticking when the ball becomes a bomb for to!

locker room after the game, the Looney Tunes team was understandably exhausted, as the action was fast and furious at both ends of the court. Overall, the team was pleased with its effort, though Taz's moves did come into question.

"Taz can't dribble, but he sure does drool," said team captain Bugs Bunny.

Taz was unavailable for comment, but released the following statement through his agent: "Roarg hawraaaa grroagh frowww hrrrg! #@!**##^@!" Most observers tended to agree.

Looney Tunes B-Ball is your season ticket to fun. "Shoot, doc," said Bugs. "We're having a ball!"

The arena will rock as you play through earthquakes, eclipses and more! So go ahead and drive to the hole. But watch out, you just might fall in one!

SUNSOFT™



TAKE THE COURT FOR THE WACKIEST GAME OF HOOPS EVER!

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in his ow
The Loon
features all yo
Bugs Bunny, Por
Sylvester and Tweety, E
Fudd. And Daffy Duck himself!
The Acme Animation Factory
just the carrot on the...er...Neve
mind.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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ARE YOU THE HUNTER OR THE HUNTED?



The amazing new CAPCOM C-4 graphics chip makes Mega Man Xs duel with the renegade sword an all too real slash-fest.



In the abandoned Reploid factory, "X" better go for the head of the Maverick Hunter or get crushed into scrap metal.



Take the ultimate ride on the Mobile Attack Cycle and eliminate the Mavericks from behind, where they least expect it.

Just when Dr. Cain and Mega Man X thought the rebellion was over, a new uprising is in the works in an abandoned factory. While the X-Hunters keep "X" occupied fighting Mavericks, they're devoting every second to collecting pieces of someone or something he thought was long gone. "X" must use the powers he gains from the X-Hunters, and vehicles like his Mobile Attack Cycle, in his all-out battle to end their threat forever. Or face total "X"-tinction.

CAPCOM



AMAZING 3-D REALISM! With the new CAPCOM C-4 graphics chip and 12 megs of memory!

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QUARTERMANN'S CHEAT SHEET



MOVES KEY

F=Forward, D=Down, U=UP, B=Back, C=Charge,
DF=Down Forward, DB=Down Back, CB=Charge Back

CHIEF T.

Moves

Spinning Chop: CB,F + Punch
Flying Mohawk: F,D,B + Punch
Flaming Phoenix: B,D,F + Kick
Diving Hatchet (in air): F,D,B + Fierce Punch

BREAKER

F,D,B + Medium Punch

No Mercy

War Dance:
B,D,F +
Fierce Punch
Super Chop: F, D, B + Fierce Kick

HUMILIATION

D,D,D + Quick Punch

Ultra

B,F, + Quick Punch

CHIEF T.

TJ COMBO

Moves

Lunge Punch: CB,F + Fierce Punch
Flying Knee: CB,F + Quick or Fierce Kick
Rolling Punch: CB,F + Medium Punch
Spinning Backfist: CB,F + Quick Punch
Upward Knee: CB,F + Medium Kick

BREAKER

B,F + Medium Kick

No Mercy

Neck Breaker: B,B,F,F + Medium Punch
Splat Fatality: B,D,F + Fierce Kick

HUMILIATION

D,D,D + Quick Punch

Ultra

CF, B, + Fierce Punch

TJ COMBO

GLACIUS

Moves

Bouncing Ice Ball: B,D,F + Punch
Shoulder Dash: CB,F + Punch
Ice Pick: F,D,DB + Quick Punch
Melt & Uppercut: B,D,F + Medium or Fierce Punch

BREAKER

B,F + Fierce Punch

No Mercy

Freezer Fatality: B,D,F + Medium Punch
Absorber: F,D,B + Medium Kick
Pool of Death: B,B,B + Fierce Kick

HUMILIATION

B,B,B + Medium Kick

Ultra

CB, F, + Fierce Punch

GLACIUS

ORCHID

Moves

Boomerang: B,D,F + Punch
Leopard Morph: CB,F + Punch
Upside-down Kick: CB,F + Kick
Spinning Blade: F,D,DB + Quick or Medium Punch

BREAKER

B,F + Fierce kick

No Mercy

Kill That Frog: B,D,F,D,DB, Quick Kick
Flasher: B,B,F,F + Quick Punch

HUMILIATION

B,D,F + Fierce Punch

Ultra

CB,F + Medium Punch

ORCHID

CINDER

Moves

Flame Dive: F,F + Punch
Fire Hand: B,B + Quick Punch
Invisibility: F,D,B + Fierce Punch
Anti-Projectile: F,D,B + Quick Punch
Flip and Kick: F,D,F + Kick

BREAKER

F,D,F + Medium Kick

No Mercy

Burning Pool: B,B,B + Medium Punch
Meltdown: B,D,F + Quick Kick

HUMILIATION

B,B,B + Fierce Kick

Ultra

CB,F + Fierce Punch

CINDER

QUARTERMANN'S CHEAT SHEET



MOVES KEY

F=Forward, D=Down, U=Up, B=Back, C=Charge,
DF=Down Forward, DB=Down Back, CB=Charge Back

SABREWULF

Moves

Leaping Uppercut: CB,F + Fierce Kick
Flaming Bat: F,D,B + Punch
Rolling Slash: CB,F + Quick Kick
Howl: F,D,DB + Fierce Kick
Spinning Slash: CB,F + Punch

BREAKER

B,F + Medium Kick

No Mercy

Claw Killer: B,B,B + Medium Kick
Screen Slap:B,B,F + Medium Punch

HUMILIATION

F,F + Quick Punch

Ultra

CB,F, Quick Kick

RIPTOR

Moves

Fireball: F,D,B + Punch
Shoulder Check: CB,F + Punch
Fire Breath: F,D,DB + Fierce Punch
Leaping Claws: CB,F + Kick
Tail Swipe: F,D,DB + Kick

BREAKER

B,F + Fierce Kick

No Mercy

Eat Them Whole: B,D,F + Medium Punch
Acid Spit B,B,B + Medium Kick

HUMILIATION

???????

Ultra

CB,F, Quick Kick

JAGO

Moves

Fireball: B,D,F + Punch
Flying Heel: F,D,DB + Kick
Blade Whip: F,D,DB + Fierce Punch
Uppercut: F,D,F + Punch

BREAKER

F,D,F + Medium Punch

No Mercy

Neuter Slice: B,F,F + Quick Punch
Car Drop: B,B,F,F + Medium Punch

HUMILIATION

F,D,B + Medium Kick

Ultra

F,D,DB, Quick Kick

SPINAL

Moves

Shield Charge: F,F + Punch
Super Slash: CB,F + Medium Punch
Flaming Skull: B,D,F + Punch
Teleport: D,D,D, Punch(Same Side) or Kick(Opposite Side)

BREAKER

D,D,D + Medium Punch

No Mercy

Grave Puller: B,B,B + Medium Kick
Shield Stab: B,B,F + Quick Kick

HUMILIATION

B,D,F + Fierce Kick

Ultra

B,F, Medium Punch

FULGORE

Moves

Electric Charge: CB,F + Kick
Uppercut: F,D,F + Punch
Projectile Reflection: F,D,B + Punch
Eye Bolts: F,D,DB + Fierce Kick
Electric Bolt: B,D,F + Punch

BREAKER

F,D,F + Fierce Punch

No Mercy

Head Turret: B,D,F + Fierce Kick
Death Beam: F,D,DB + Fierce Punch

HUMILIATION

B,D,F + MediumKick

Ultra

F,D,F + Quick Punch

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